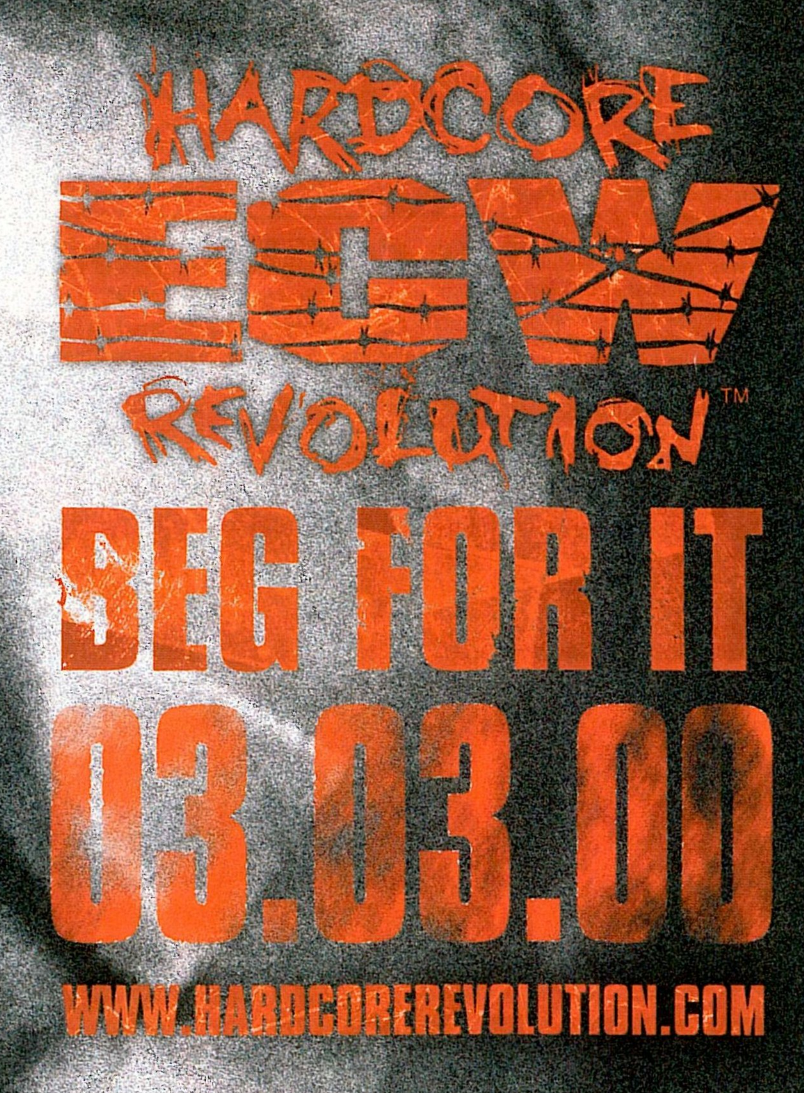

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EXCLUSIVE!
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N64 MAGAZINE

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 40, April 2000



"Out the way Green – *this* is how to drive!"

As Editor, I feel I have a right to tell **N64** team members – in no uncertain terms – that they're talking cobblers. It's in my job description somewhere, just below 'never makes the tea', and 'will only accept questions when addressed as sir'. And, when Mark started harping on about the merits of *Ridge Racer 64* – a game, remember, that looked *terrible* just six months ago – I was ready to, not only tell him he was talking rubbish (*again*), but punch him quite hard too.

Fortunately, before things turned nasty, he suggested I try it, and – without even pausing for thought – I can now get round Ridge Racer Novice (it sounds harder than it is, *okay*?) in under one minute nineteen.

See, *RR64* isn't just a *good* game, it's a *brilliant* game. From the very first minute, it sucks you in and, until you beat that last car on that last course, it won't let you go. Y'know, it's *probably* the best racer I've ever played.

And, blimey, Mark was actually *right*. It's on page 50. Have a great month!

Tim Weaver
Editor

Next issue on sale Monday 13th April
To find out why it's going to be fantastic jump to p120



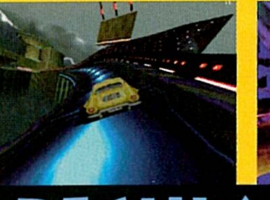
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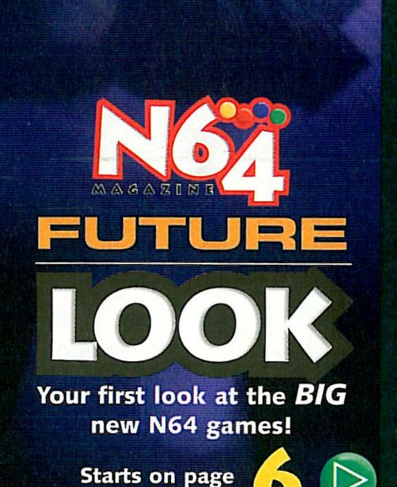
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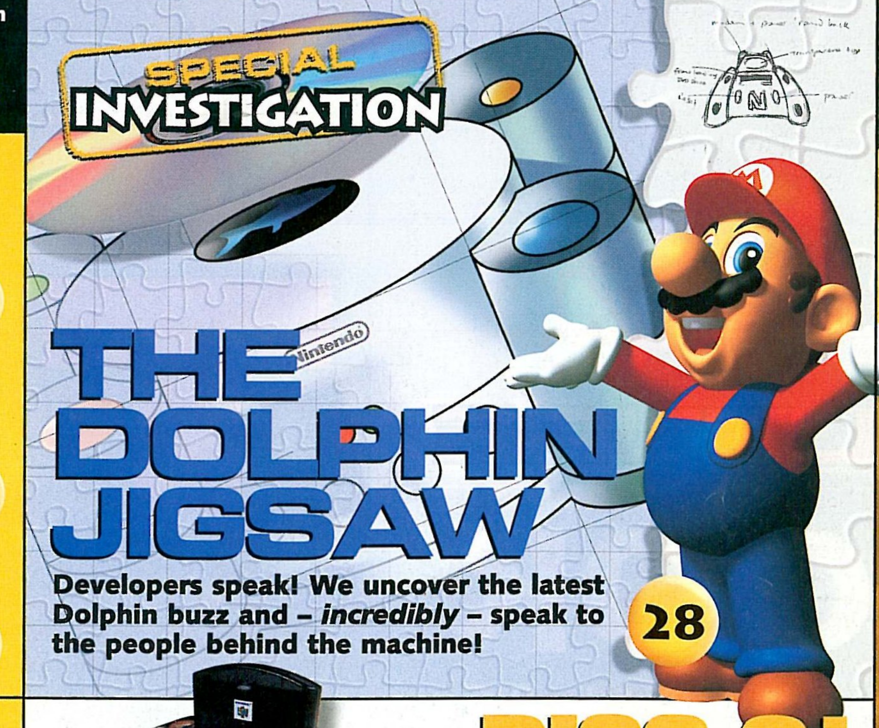
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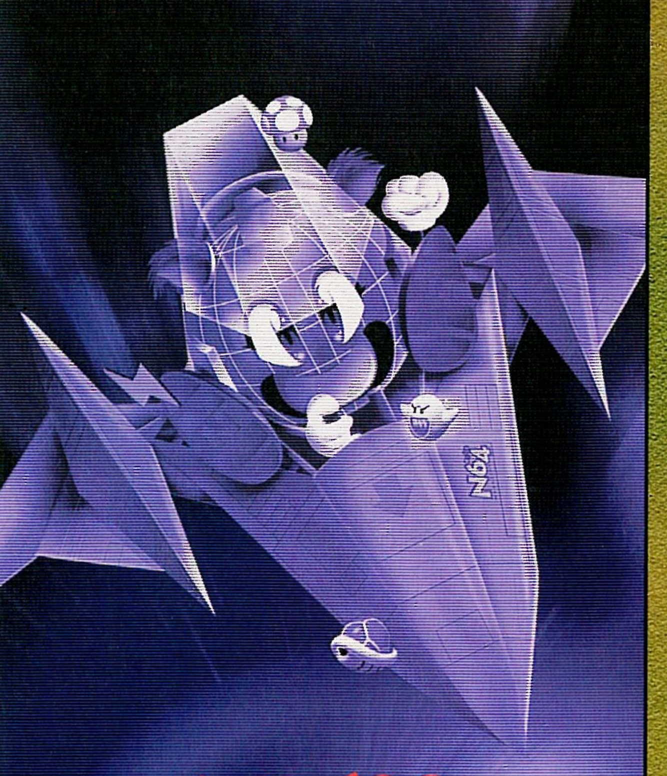
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this month

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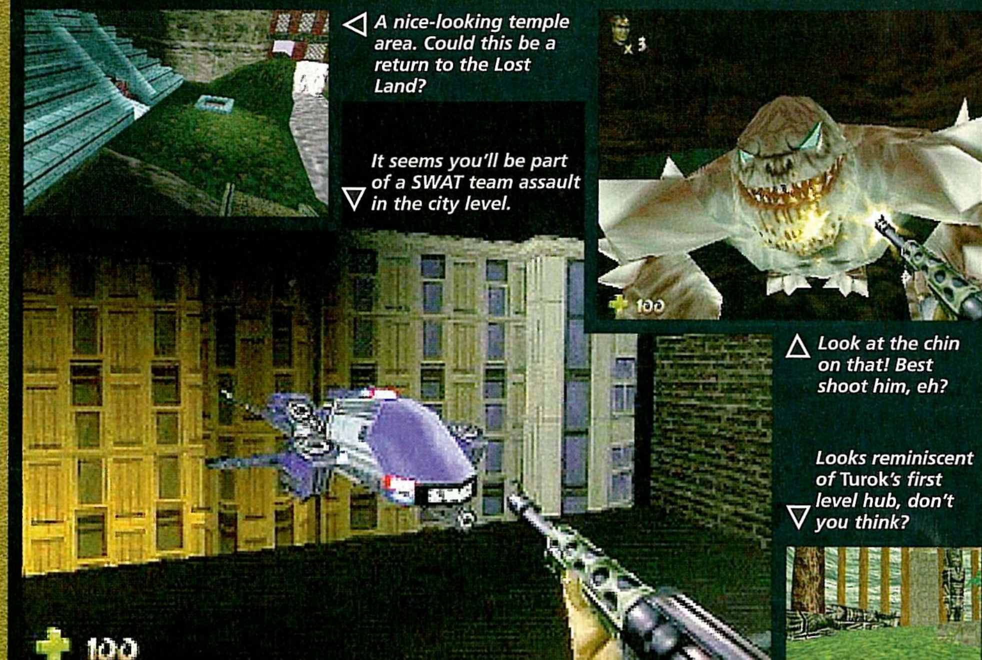
INTERNATIONAL TRACK & FIELD 2000 — 8
First play of Konami's olympic button-basher!

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16!







A nice-looking temple area. Could this be a return to the Lost Land?

It seems you'll be part of a SWAT team assault in the city level.

Look at the chin on that! Best shoot him, eh?

Looks reminiscent of Turok's first level hub, don't you think?

TUR



INFO BURST

TUROK 3	
FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
October		TBA

ANTICIPATION RATING





The new environments are looking smashing – detailed, colourful and simply ace.

Could these huge beasts be relatives of the Purr-lin?



This thing looks terrifying. Not too sure about the fog in the background, though.

More huge reptilian beast action – plus what looks like a new rifle.

Friend or foe? We reckon you'll be working with the police.

Nice to see the Tek Crossbow making a return. Doesn't appear to be hurting these monsters, though. Time for a rocket launcher...

OK 3
SHADOW OF OBLIVION
thriceratops

Despite divided opinion as to just how good it actually *was*, there's no doubt that *Turok 2* represented a huge evolutionary step for the N64. With its continent-sized levels, bafflingly intelligent AI and beautiful – though 'choppy' – hi-res mode, Iguana's sequel undoubtedly offered an awesome spectacle. A fact that won't be lost on the newly-renamed Acclaim-Austin this time round, as they crack on with the *Turok* threequel.

And, much like January's *Rage Wars* was a product of listening to every criticism levelled at *Turok 2*'s questionable multiplayer, so *Turok 3* is built upon a wholesale improvement of its prequel's single-player game – and, although *T3* is still very early (estimates put it at around the 50% mark at best) it's already got oodles of potential.

One of the most severe criticisms levelled at *Turok 2* was the lack of save points, something that has been immediately rectified in *T3* as you can now save anywhere at any time. There's even an autosave function which will save your progress as you pass through certain points in the game. The levels themselves will also be smaller, with 20 the tentative total, spread over five different environments, ranging from futuristic cities to more balmy outdoor locations reminiscent of the first – and, some would say, superior – *Turok*.

Perhaps even more pleasing is the fact that *T3* seems to run pretty smoothly in hi-res, even during combat, and frame rates – so far, at least – appear to be more consistent and refreshingly free of the chronic slow-down that plagued the second *Turok* game.

LIFESPAN *...the levels are spread over five different environments, ranging from futuristic cities to more balmy outdoor locations.*

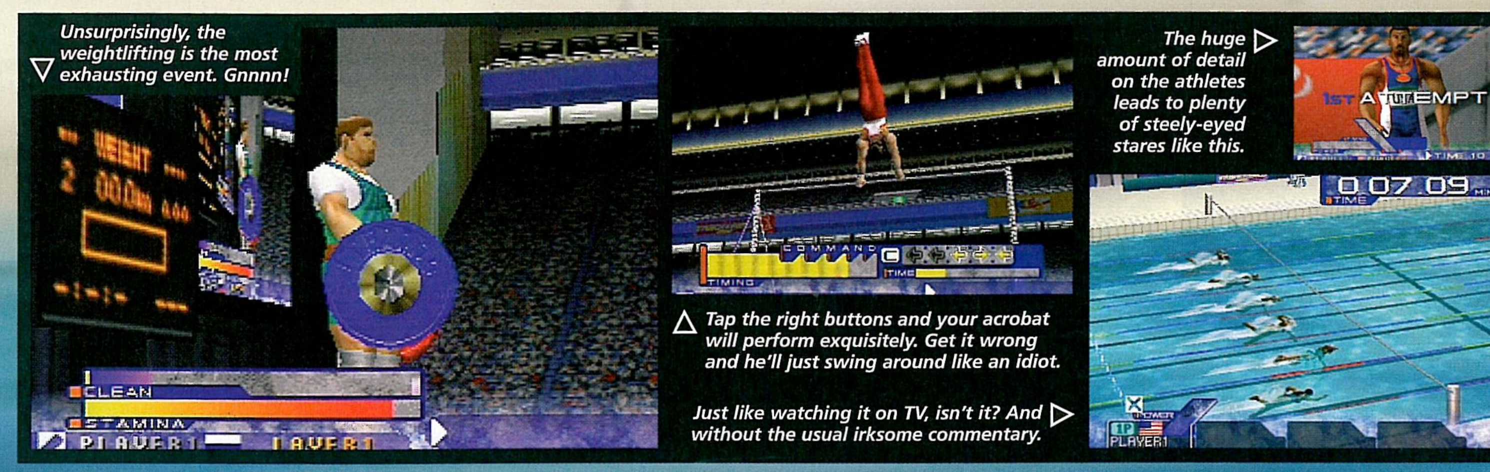
Elsewhere, there'll be 24 new weapons, all carrying on what the *Turok* series is best-known for: large and ludicrously violent death-dealers. Details so far are sparse as to which weapons might be carried over from previous games, but all-new ones include 'The Eviscerator' (which, judging by its name, will be responsible for some body-obliterating disembowelment), the Stealth Rifle and the Inferno Cannon, which sounds like a meatier relation of *T2*'s Firestorm Cannon. Weapons will be upgradeable, too, meaning that, as you progress and reach certain points, your firepower will become more destructive.

Throw in over 40 different types of enemy, the ability to play as two different characters, a wealth of digitised speech and a multiplayer mode with over *48* arenas (and *Rage Wars*' beautifully refined aiming), and *Turok 3* looks set to provide a stunning finale to one of the N64's best-loved series of games. Oh, and what's the betting that, now *Perfect Dark* has dropped the GB Camera feature, Acclaim-Austin will make it their own?

Find out more next month...

TO BE CONTINUED... We'll have more new *T3* shots over the next few issues.

FIRST SHOTS OF KONAMI'S FINGER-BUSTING SPORTS TITLE!



Unsurprisingly, the weightlifting is the most exhausting event. Gnnnn!

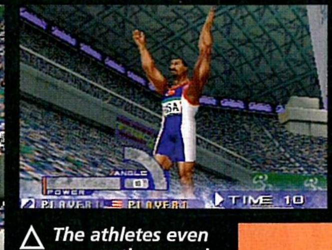
Tap the right buttons and your acrobat will perform exquisitely. Get it wrong and he'll just swing around like an idiot.

The huge amount of detail on the athletes leads to plenty of steely-eyed stares like this.

Just like watching it on TV, isn't it? And without the usual irksome commentary.

INTERNATIONAL TRACK &



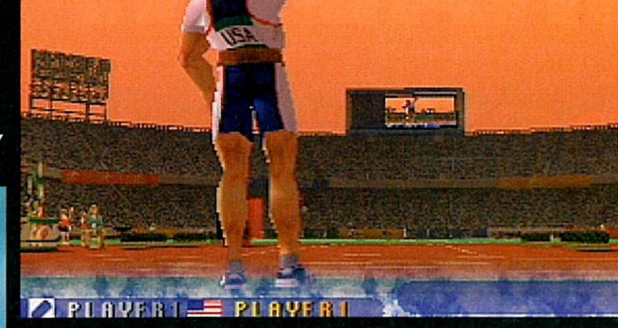


The athletes even gee up the crowd like the egocentric fools they are.



Hold back on the tapping or risk a Christie-style flyer.

The competitor suddenly noticed his friend in the crowd.



You can even see his butt wiggle. Er... not necessarily a good thing, that.

INFO BURST

INTERNATIONAL TRACK & FIELD 2000	
FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

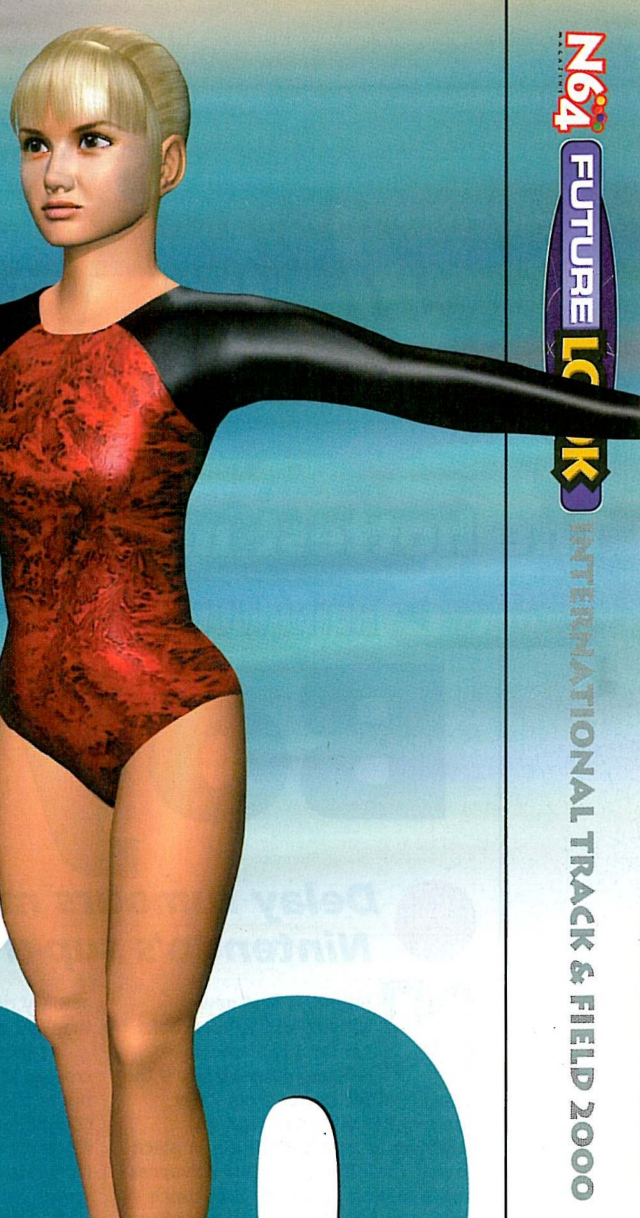
US	UK	Japan
April	April	March

ANTICIPATION RATING: 4/5

We haven't seen a multi-event sports game from Konami since the dire *Nagano Winter Olympics*, which scored a record-breaking 32% back in N64/12. Thankfully, Konami are aiming for the gold medal rather than the wooden spoon this time round – *International Track & Field 2000* plays like a dream.

Based on the PlayStation game of the same name (itself an update of a classic Konami coin-op from 1985), the game comprises 13 events from the summer athletics calendar. So *Nagano's* guaranteed eyelid-droopers – such as figure-skating and curling – are out, in favour of much more frantic, nail-biting events like the javelin throw, 100m breaststroke, 110m hurdles, and – our personal favourite from the selection we saw – trap shooting, where clay pigeons dart across the screen before being blown to bits by your big gun o' fun.

The armchair athletics of *Track & Field* are surprisingly strenuous, and a few rounds of 100m sprint was enough to leave us slumped in our chairs like wizened old men. Building up your athlete's speed means maniacally hammering at the C-buttons – come the end of an event, you'll be left with flushed cheeks, heavy breathing, and aching, blistered fingers. There's a tactical element alongside the painful physical exertion, too: the angle of a javelin or the rhythm of a triple jump requires carefully-timed tapping on Z. It's not easy.



△ Throwing the javelin is easy – managing to do it without stepping over the line isn't.

Where are we? That's right, trailing in last place. Oh, the humility. ▷

FIELD 2000
young olympians

It's made even harder by the Olympic-standard quality of the computer competitors, who, even in 'easy' mode, will relegate you to 11th place or below in the standings time and again. If that riles you, you can drag three extra controllers from the cupboard and embark on several days worth of running, jumping and somersaulting with your friends. The version we played was brilliantly competitive in multiplayer, with the frenzied sound of shouting, cursing and snapping finger bones accompanying every event.

VISUALS *Konami have fashioned athletes who look, run and play exactly like their real-life counterparts and constructed magnificent stadiums filled with spectators...*

Thankfully for overworked fingers, not all the events rely on bashing buttons. True, the standard pad-stabbing events make up the bulk of the athletics, but gymnastic events – such as the Vaulting Horse – require you to follow lists of button-presses that appear on-screen, and the trap shooting is a straight aim-and-fire blasting marathon. Despite the range of control styles, Konami have ensured there's no risk of confusion – a fancy-looking holographic tutorial explains the ins and outs of every event prior to the athletes 'getting it on'.

Track & Field's visuals are simply astonishing. Using the same graphical style as the *ISS* series, Konami have fashioned athletes who look, run and play to the audience exactly like their real-life counterparts, and constructed magnificent stadiums filled with spectators, cameramen and officials. Even the camera angles are carefully chosen to maximise that 'Channel 4 Athletics' feel, most notably in the slow-motion cut-scene that shows whether your trainer dented plasticine in the run-up to the long jump.

On the face of this, we're more than willing to forgive Konami for the travesty that was *Nagano*. Look out for a full review in the very next issue.

TO BE CONTINUED... We'll be reviewing *International Track & Field 2000* in one month's time.

QUICK JUMP TO RETROWORLD p14 NEW GOODS p13 N64 QUIZ p12 PREVIEWS p16

Boy trouble?



Delay rumours meet tech specs for Nintendo's super handheld...

Nintendo's first new console of the year looks set for a November 1st release in the States, if the latest positive noises from Peter Main at the offices of NoA are anything to go by. Plans are in place to sell 1 million Game Boy Advances and 2 million games on the launch date, which is two months after the machine's Japanese debut.

Then again, according to David Gosen, the company's head of European marketing, the booming sales of Game Boy Color might force Nintendo to put the new machine on hold for a while. The GBC is expected to shift between 20 million and 25 million units this year, bringing in the kind of money that could make a new console irrelevant. Having a more powerful, more expensive Game Boy on shop shelves next to the older model might actually do more commercial harm than good.

It seems like a few wires have got crossed somewhere along the line, but in the opinion of the software companies we've spoken to, November 1st looks as solid as a Nintendo release date has ever been. Third-party software development is well under way, with official GBA programming and debugging tools (including a GBA emulator) available from Intelligent Systems' website in Japan. Since all developers have had to sign a non-disclosure agreement to preserve Nintendo's traditional secrecy, any lists of games in production are sketchy at best, but some more definite technical specifications have recently emerged.

The 32-bit machine won't be able to churn out millions of polygons, but it could well be the ultimate console for old-style 2D games. Absolutely anything from the SNES's back catalogue can run with ease on the GBA, and it's even powerful enough to handle a conversion of *Yoshi's Story*. The machine features built-in scaling, rotation, transparency, and smooth scrolling with multiple layers of parallax. Its 3D capability is roughly equivalent to a SNES with twin SuperFX chips, so maybe we'll finally get to see the fabled *Starfox 2*, a game which was abandoned towards the end of the SNES's life. It will even sound just like a SNES (it uses the same sound chip) so sampled speech will be possible.

△ *Two Super FX chips might just make the Game Boy Advance capable of a simplified* GoldenEye.

With development so far advanced on both software and hardware, perhaps Mr Gosen's remarks were intended to stir up some publicity. Whatever happens, we *will* be seeing at least one new console this year.



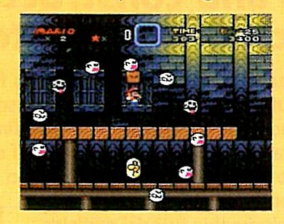
On the cards

So who's making what for the Game Boy Advance? Most third parties are unwilling to comment, but Nintendo's moves are easier to predict, given the wealth of SNES classics available for swift conversion. Here's what we reckon some of the highlights of the GBA's first year will be.

Nintendo

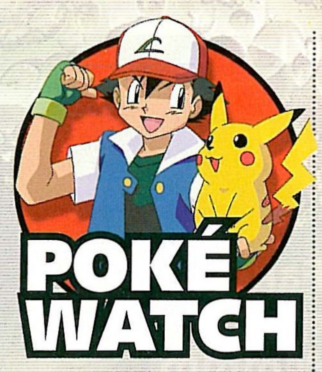
● Super Mario World

An enhanced DX version would help to remind the world just how good Miyamoto's 2D platform games were. *Super Mario World* was the best game ever, the pinnacle, the game that sold the SNES and became a legend. We'd bet our houses on it being one of the first wave of GBA titles.



● Pokémon

The current Pokémon games will work fine on the GBA, but you can be sure that a special edition which makes use of the machine's 65,000 colours is in production right now. It's more likely to be a conversion of Gold/Silver than an entirely new game.



MEW UK

Pokémon… doesn't end at 150

Our spies tell us that the top brass from THE Games, Nintendo's UK distributor, will be heading out to Japan in mid-April, and they won't be coming back empty handed. They'll be bringing Europe's first Mew download machines with them, and a lucky few elite Pokémon trainers will get the chance to catch the exclusive 151st monster in May. Full details will be announced shortly, but don't worry if you miss out this time. A Pokémon roadshow-type event in August, with loads of download machines, will bring Mew to the masses. Nothing has been confirmed yet, but in America these regular events take place at shopping malls, with Pokémon battles and Mew downloads among the festivities. Expect something similar here.

RICHACHU 3

Pokémon… is the biggest thing ever

If you've been having trouble locating a copy of *Pokémon* at your local games shop, it's because carts are selling as fast as Nintendo can make them. By the time you read this the shortage should have eased slightly, with an extra 300,000 copies arriving from Japan. That's on top of the 530,000 copies already sold over here (an enormous total for any kind of game, let alone a handheld title). THE Games expect to pass the one million barrier by the summer. To put things in perspective, that's more than twice as many as *GoldenEye* has sold.



● Yoshi's Island
Although *Yoshi's Story* from the N64 is rumoured to be the game used to demonstrate the GBA's technical prowess, we think that the superior SNES classic *Yoshi's Island* is the game more likely to launch with the machine.



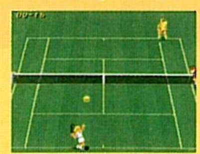
● Super Mario Kart
Just imagine *Super Mario Kart* with extra courses, improved graphics, and a four-player link-up mode. This game could sell the GBA on its own, and an Internet link could be used to post official world records on Nintendo's hall of fame.



● Pilotwings
If the GBA's scaling and rotation hardware is significantly better than the SNES, then *Pilotwings* could be truly spectacular – more airborne objects, ground features, transparent clouds and new vehicles.



● Super Tennis
The best tennis game of all time shamefully missed out on an N64 version, so we think Nintendo ought to make amends by delivering a perfect portable version. The widescreen format would be great for doubles games.



● Super Metroid
With the *Metroid* sequel set to appear on Dolphin, a GBA version is a must. Nintendo are very keen to promote the maximum connectivity between the two systems, so *Metroid* will support some kind of transfer pak compatibility.



● Tetris
How can they possibly improve on *Tetris DX*? Well they probably can't, but a funky soundtrack, jazzed-up graphics and maybe some kind of four-player mode or a Dolphin link-up would be good reasons to make the upgrade.



Capcom

● Street Fighter 2
The very best versions of *Street Fighter* appeared on the SNES, and they would certainly look great on the GBA's widescreen display. Which version we get depends on how big GBA carts can get – the largest GBC carts weigh in at 32Mbit.



● Super Ghouls 'n' Ghosts
The recent US release of *Ghosts 'n' Goblins* is a port of the old NES version. On the GBA, we're more likely to see a conversion of one of the arcade games or the acclaimed SNES edition. Either way, we'll be in armour-clad retrogaming heaven.



Want to work for N64 Magazine?

We're looking for a new writer!

Yep, we're searching for the next addition to the N64 team – and it could be you! We need a new scribbler on N64, someone who knows Nintendo's little grey wonderbox inside out and someone who *loves* reading N64 and would love to *write* for it even more.

We're not just looking for anyone, though. **N64** is one of the best-written games mags in living history, so you'll need to be a brow-raisingly creative writer, capable of chucking together funny, knowledgable, passionate, informed, imaginative copy in no time at all – and to the same high standard. You'll also be perfectly at home writing under pressure.

Sound like you? Well, why not send us your CV and a couple of pieces you've written, one of which should be a review in the **N64** style, and the other of which can be anything you fancy. (We'd love to see something that makes us laugh.) Remember, you're going to have to work in Bath, so we reckon that would mean you'd have to be *at least* 18 years old.

Oh, and everything must be with us by Tuesday 18th April. Good luck!

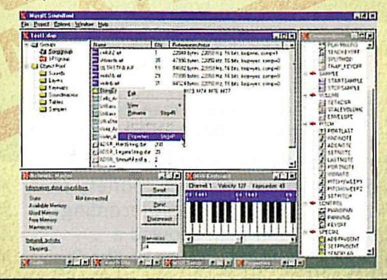
Send your stuff to:
Tim Weaver (Writer's Vacancy)
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW

DOLPHIN SPEAK!

The fourth in our monthly guide to overly complicated Dolphin jargon…

No.4: MusyX

Factor 5's MusyX system, the music creation tool designed for the N64, will be providing the sonic muscle behind both Dolphin and Game Boy Advance. Basically, it's a tool which can be used to design interactive soundtracks with minimal hassle. The musician 'plays' it just like an ordinary synthesizer and edits the results in an industry standard sequencer such as *Cubase*. The programmer can then crossfade between different songs, according to what is happening in the game, and place 3D sound effects using a simple macro language called SMaL. It's an extremely powerful system which runs on two PCs – one to run the synth, one to emulate the Dolphin's sound chip – so a development kit is not required. Soundtracks can be created by professional musicians, with no need to worry about whether they will be compatible with the Dolphin hardware. Which means Dolphin's audio capabilities will be as easy to exploit as the rest of the machine is.




GO! GO!



TOY GLORY

Pokémon... becomes high-tech

At the recent Toy Fair 2000 show in New York, Pokémon goodies attracted all the headlines. Among the new lines set to cause queues at toy shops next Christmas are Dexter the talking Pokédex and Pokémon Battle Stadium, an electronic board game from Hasbro. The Battle Stadium arena reads chips embedded in special Pokémon figures and emits the appropriate monster noises during fights. It also stores your personal stats for each type of creature, using patented Think Chip technology. Sounds like a surefire hit.




There's more POKÉ WATCH on page 14 GO! GO!

Rapper's Delight

Winners of DK64 contest announced!



Some consider rap to be a dying art – and when Wil Smith tops the charts by simply talking listeners through the plot of his latest film, you can understand why. But that didn't stop a posse of streetwise kids gettin' jiggy wid it and composing their own *DK64* raps for a competition run on the official *DK64* website (www.donkeykong.com).

After a flurry of entries from wannabe Puff Daddys, two winners have been announced. The victors enjoyed a trip to Nintendo's HQ in Redmond, Washington, where they were given the chance to record their wak choon onto CD, courtesy of Nintendo's state-of-the-art recording equipment, and then allowed a glimpse behind-the-scenes of The Big N's secretive operations.

"I'll drive you insane!" You got that right, young man.

One of the winners: a man in an ape mask. Side-splitting.

It wasn't all good news for the winners, though – their videos have been pasted onto the website, allowing their ritual humiliation to take place daily. If you're lacking access to the Internet, or you haven't got the nuclear-powered, room-sized computer needed to access the streaming video at anything more than two frames an hour, here's a lyric sheet to the first victorious rap:

My fingers go snap and my toes don't stop,
It's time to rap to the DK rap,
The Nintendo game that'll take you to fame,
Joe's my name and I'll drive you insane.
Ooh!

And that was the best of the two. The second winner chose utilised rhyming couplets such as "You'll be playing this game for quite a while/see you on the flip side in DK style."

Belief-beggaring stuff, then. But not all that bad if you're old enough to remember DJ Mario and the Ambassadors of Funk, and their chart-busting rap over the top of the *Super Mario Land* theme ("I've eaten sushi in Japan/but I ain't never seen a place like Mario Land"). Yes.

The N64 Magazine Quiz

WIN!! £50!!

Fancy fifty quid? Mmmm...

Welcome to The Quiz. It's your chance to win fifty big ones, five crisp tenners, fifty smacker-oonies, half-a-hundred of the ol' greenbacks. Which is enough for a new N64 game, with enough change left over for a big bag of aniseed twists and a rental of 'The Substitute 3' (starring Treat Williams). Simply answer the questions, send in the answers, and you could be a winner!

1	*How many multiplayer arenas will you find in* Turok 3: Shadow of Oblivion?
2	*What is the secondary function of the RCP-120?*
3	*What does the pacifist sim dislike?*
4	*Which game does Kittsy reckon Hudson should consider for the Game Boy?*
5	*"Smothered in fog." But which game?*
6	*Which game, this issue, has "one of the best multiplayers money can buy"?*
7	*Who do the golfer's sound like in* CyberTiger?
8	*"As magnificently uninteresting as..." Who?*
9	*In which game would it be a real struggle to "kiss the dreamer goodnight"?*
10	*What do you have to find in Andy's Neighbourhood?*

HOW TO ENTER

It's so simple that even that banjo-playing kid from Deliverance could get it. Send the form to:

Good Golly Quiz Folly: Planet of the Apes, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

1. The closing date is 21st April.
2. Employees of Future Publishing can't enter.
3. The winner will be chosen by Head Inquisitor Weaver, currently in charge of Block 70-Z.
4. The Editor's decision, no doubt accompanied by some 'language', will be irrevocably final.
5. "He can talk, he can talk, he can talk.... I can *sing*!"

Last month's winner was:

Mark Chunt, Aberystwyth

The N64 Quiz *My answers are as follows:*

1. ______________ 6. ______________
2. ______________ 7. ______________
3. ______________ 8. ______________
4. ______________ 9. ______________
5. ______________ 10. ______________

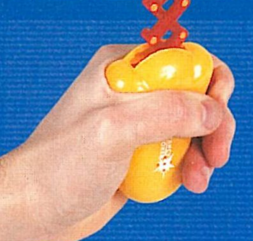
Good, no? Oh, and you'll probably be wanting this too...

Name ______________ *Address* ______________

______________ *Postcode* ______________ N64/40

NEW GOODS

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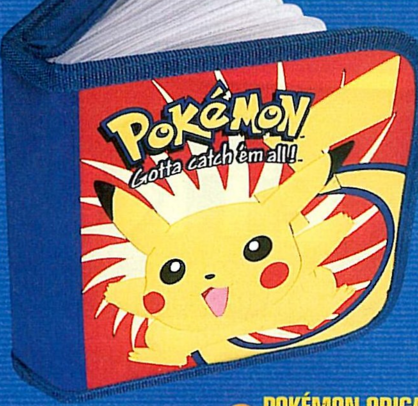
POKÉMON FANCY BOXER
Factory Clearance Shops • £2.99
You're in for a shock if you miss the semi-hidden "With Spring Sound" message on the back of this crude plastic toy. Press the red button and Pikachu leaps up with a hideously loud Loony Toons-patented 'boinnng!' noise that had us screaming for mercy after two goes. The crude felt-covered Pikachu leaves us questioning whether this is an officially endorsed slice of Pokémon memorabilia, so we'd advise against buying this unless you want the FBI crashing through your window. **48%**

POKÉMON STANDEES
www.amazon.co.uk • £8.20
Now these are the absolute business. Pop the individual Poképieces out of the squeaky foam boards, then slip tab A through hole B and so on to create a brilliant 3D, standalone figure. They're exquisitely drawn (the artwork comes from the original Japanese Pokémon artist), and you get Mew, Togepi, Psyduck and *four* Pikachus for your money. There's even a 'Floating Pika' with balloons tied to his little back, which is so good it makes us cry. **93%**



POKÉMON TALKING MOUSE MAT
WWL Sales Team • £6.99 • 0161 633 9800
Pika...chu! The gimmicky nature of Pokémon tat reaches an all-time high with this chattering mouse mat, which screams every time you press its hidden button. Other than that, there's not all that much to be said. It's a good size, there's a colourful picture of Ash and Pika daubed on it, and it does its job perfectly well – although not as well as the N64 mouse mat that we picked up in Cheltenham town centre for two quid. And you get to see the Wishing Fish Clock there too. **82%**

POKÉMON MINI-VIEWERS
Tomy • £1 • 0181 661 1547
Back in **N64**/35, we featured these Game Boy-shaped picture viewers, which come tumbling out of vending machines you'll find looming ominously in the corner of all good toy shops. This is a brand new batch, though – peer down the teensy tubes on these viewers and you'll catch sight of lots of lovely Pokémon. We're a little confused as to why the minuscule images feature Japanese text and logos, but they're neat all the same – and there are six to collect. **88%**



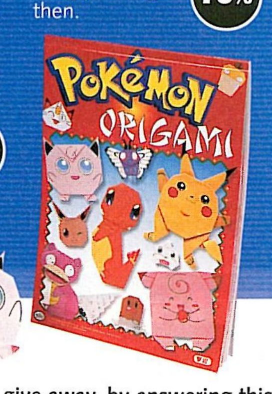
POKÉMON CD WALLET
WWL Sales Team • £9.99 • 0161 633 9800
Yep, it's a CD wallet, with, inevitably, Pikachu's grinning yellow fizog stamped on the front. The thin plastic sheaths inside allow you to store and carry a hefty portion of your CD collection, and a zip prevents them all falling out. Perfect for when you want to take the brand new Pokémon Movie Soundtrack (with Britney Spears!) around to a friend's house, or for hiding your N-Sync album from cruel tormentors who don't appreciate the musical value of the latest boy band sensation. **80%**

POKÉMON ORIGAMI
www.amazon.co.uk • £4.91
Our brains hurt. Origami isn't the easiest of the Japanese arts to master, and the coloured pieces of paper in this book come with bewilderingly complex instructions – it took us over an hour to construct the Jigglypuff in the picture there. The results are almost worth the sweat and tears, but the flat, floppy monsters pale into insignificance next to those marvellous 3D standees. And, criminally, Pikachu comes out looking the worst of the lot. Disappointing, then. **76%**







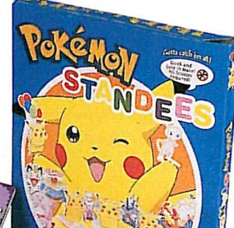


WIN! POKÉMON STANDEES

Stand them up, knock them down – there's literally hours of fun to be had with these squeaky foam stand-up Pokémon figurines. You could be the lucky owner of one of five sets we have to give away, by answering this:

'Standing on the Shoulders of Giants' is the new album from which band?

Answers on the back of a postcard to:
Go Let it Out Competition
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
To reach us no later than 17th April.
The first five correct entries from the hat nab the standees.









FURBYMON

Pokémon... has attitude

Just like the real thing, those cute Pokémon plush figures are evolving. In an inevitable crossover from the world of the Furby, Hasbro previewed a brand new breed of cuddly monster, a step beyond the standard fluff-filled ones we're used to. The next generation of soft toys, including Togepi and Mew, will be fitted with motors and microchips, and they'll respond to various stimuli or get the hump if you chuck them in a cupboard and forget about them. Whether they'll run away, like Jes' Pocket Pikachu, remains to be seen.

CARD SHARP

Pokémon... becomes holographic

The popular Pokémon Trading Card game is due to receive a boost with the addition of a brand new first anniversary base set and an 82-card Team Rocket expansion set. The base set includes special 'starred' holographic foils and a random selection of jungle cards. Team Rocket's expansion set is filled with evil Pokémon, and features 30 lovable monsters in new 'mischievous' guises. No news on a UK release date yet, but we'll keep you posted.

RETROWORLD

Old games from an era with just two dimensions...



BUBBLE BOBBLE

Arcade • 1985

Get this – we've worked out that the GB conversion of *Bubble Bobble* (which you'll find Kittsy casting his evil eye over in Planet Game Boy) is the *20th* version of the bubble-bursting classic. And it all began with the humble arcade original.

Bubble Bobble was – and is – a beautifully simple platform game. On each 2D screen, dinosaur heroes Bub and Bob fired bubbles from their cute little dinosaur mouths, trapping and killing the clockwork meanies that patrolled the area. That wasn't the end of the story, though – for the first time,



enemies spat out delicious fruit with their dying breath, leading to a greedy, frantic race between players one and two in the final moments of each level.

Developers Taito crammed in tons of neat little touches. Multiple bubble-bursts led to bonus scores, and power-ups materialised after a fixed amount of time, allowing you to launch fireballs from your mouth or bring fruit the size of Cornwall falling from the top of the screen. And loitering for too long on one screen prompted the appearance of Baron Von Bubba, an evil skull-like clam creature whose room-trembling signature tune threatened to bring the whole arcade crashing down if the volume was set too high.

The coin-op version scores over the Game Boy interpretation with a co-operative two-player mode and a full-size screen (as opposed to the Game Boy's crippling scrolling system). But if you *really* want the best out of *Bub & Bob*, head straight to the *Bust-a-Move* series of games, which gave the dinosaur duo whole screenfuls of bubbles to play with.

COBRA TRIANGLE

Nintendo • 1987

Programmed by Rare, *Cobra Triangle* was the follow-up to their stupifyingly fast NES racer, *R.C. Pro Am*. And,



rather than lounge around on their laurels, the talent at Twycross set about fashioning a whole new kind of racing game.

Taking control of a futuristic speedboat (the 'futuristic' bit came in when it sprouted helicopter rotors to fly between levels), the aim was to complete challenges, rather than simply cross a watery finish line in first place. The tasks bristled with typical Rare ingenuity – race up ramps to collect pods and power-ups, battle against a backwards current while avoiding spinning logs and whirlpools, or fight a fast, indestructible security boat in a mission to drag mines to a safe point. Weaponry put in a welcome appearance – a *Gradius*-style power-up system gave you the chance to see off the pesky gun emplacements littering the trackside.

The hovercrafts' handling was honed to perfection. Craft that could turn on a sixpence replaced the killer inertia of the toy cars in *R.C. Pro Am*, allowing for tight donuts and breathtaking zig-zag manoeuvres. As with *Pro Am*, the visuals weren't up to much, but the speed was the thing – the isometric courses rushed past at a speed that soon made it painfully obvious that only James Bond can hit a river bank in a hovercraft and survive.

Cobra Triangle's speed and innovation was nothing compared to its difficulty, though. Even with the benefit of our grown-up reactions and co-ordination, we struggled to see off the screen-sized dragon on level five. But that's exactly what we'd expect from the people behind *GoldenEye*'s nightmarish cheat target times.

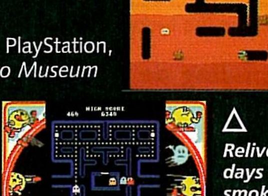
Mark Green

Retropreview

NAMCO MUSEUM 64

Five classic coin-ops in one package.

After a successful run of five retro compilations on the PlayStation, the N64 is about to get a Namco history lesson. *Namco Museum 64* brings together arcade-perfect renditions of *Pac Man*, *Ms Pac Man*, *Pole Position*, *Galaxian* and *Galaga*, plus a bonus 'museum' section that's packed with behind-the-scenes info on each game's development. There's even the option to fiddle with virtual forms of the original machine's 'dip switches', if you've got nothing better to do. Expect *Namco Museum* to land in the UK in April.



△ *Relive the days of dark, smoke-filled arcades with* **Dig Dug** *and* **Pac Man.**



WIN! Colour N64 and game of your choice!

MILLENNIUM READERS AWARDS

Vote for your favourite N64 game of the millennium!

Cast your mind back 12 months and you might recall the astonishingly good *Legend of Zelda* topping 1999's **N64** Reader Awards write-in. But it was a battle to the last with the brilliant *Banjo-Kazooie* and *Turok 2*, and this year's special millennium event promises to be even more of a scrap – especially as you can now vote for your top N64 game of all-time!

Yup, in a two-in-one spectacular, you'll now be able to vote for the best game of the year (that's for the May 1999-May 2000 period – issues 27 to 41 of **N64** – which takes in such classics as *Shadowman*, *Jet Force Gemini* and *Donkey Kong 64*) *and* – for the very first time – vote for what you think is the best game on the N64 *ever*. That's *ever*, mind, so we're talking about *Mario*, *GoldenEye* and *Zelda*, here, plus a host of others including *Mario Kart* and *Lylat Wars*.

All you need to do is fill out both sides of the form below, scribbling in your top five N64 games of the past year and then, even more excitingly, your top five games of the millennium. Just remember your top five games of the year have to be from the period starting May 1999 (that's **N64**/27) and finishing May 2000 (that's **N64**/41, the next issue, on sale 13/04/2000), so the likes of *Zelda* (reviewed in **N64**/23) and *Perfect Dark* (not out until June) don't apply here. However, you can still put *Zelda* into your millennium list!



Yup, just so you've got an extra reason to drop your forms into the post, we've gone and got a limited edition colour N64 into the office to give away to one lucky reader. It's yours – plus a game of your choice – if your form ends up being the first plucked out of the bag. Handy!

cut out and send

N64 MAGAZINE MILLENNIUM READERS AWARDS

	My five favourite N64 games of the year were...	My five favourite N64 games of all time are...
Best game		
2nd		
3rd		
4th		
5th		

My name is: ....

and I live at: ....

....

....

Send to: Reader Awards, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send in a photocopy instead.

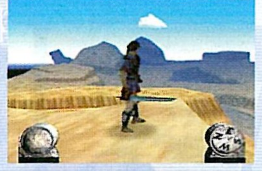
QUICK JUMP TO DAIKATANA p18 ZELDA p19 OPERATION WINBACK p21 EXCITEBIKE 64 p22



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

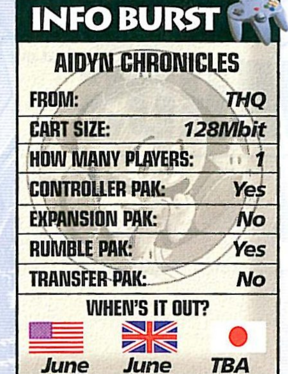
Four schools of magic, eh?
Each school has its own strength and weakness and is vulnerable to another particular school.



So magic's important, then?
Yep. The world of Aidyn works on two levels: the spirit plane (where magic comes from) and the mundane plane (the 'real' world). Harnessing the spirit plane can power-up your character, but it's not easy.

And the plot?
You play Alaron, and he's trying to find out where he comes from and who he is. And, of course, there's an evil wizard behind it all...

INFO BURST



AIDYN CHRONICLES	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
June	June	TBA

ANTICIPATION RATING



Hero Alaron searches the remains of an old castle – could it hold a secret or two? (Clue: Yes)

H20 plan to include tons of characters to interact with, including little troll man, here.

One of your party. Like all good RPGs, you can add 'em as you find 'em.

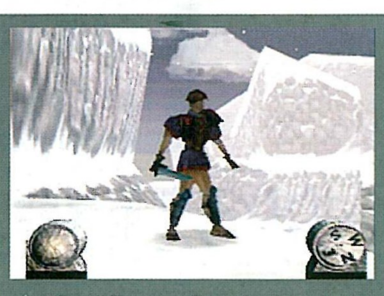
Aidyn Chronicles

THQ bring RPG heaven to the N64!

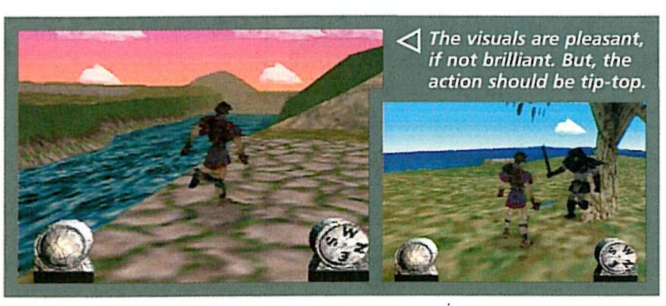
RPG fans rejoice! Whilst the long-awaited *Mother 3* seemingly languishes in development hell, THQ have taken it upon themselves to fill the role-playing gap with this, *Aidyn Chronicles*, the semi-sequel to their entertaining, but flawed, first effort, *Quest 64*.

Being developed by H20 – the talented folk behind the superb *New Tetris* – *Aidyn* is a heartily traditional RPG, featuring an experience-based character progression system (so you can build up your character and learn new skills as you win battles and explore), along with some lovely true-3D environments to roam around. Apparently, there'll be an extensive magic system within the game (incorporating four 'schools' of magic yet to be unveiled), which will help immensely when it comes to the turn-based battles, where, *Final Fantasy*-style, you'll be able to draw on the skills, weaponry and tactics of your team-mates.

Although still early in its development cycle, *Aidyn Chronicles* looks set to offer some top grade, true-blue RPG fun of the sort we've yet to see on the N64. We'll have more very soon...

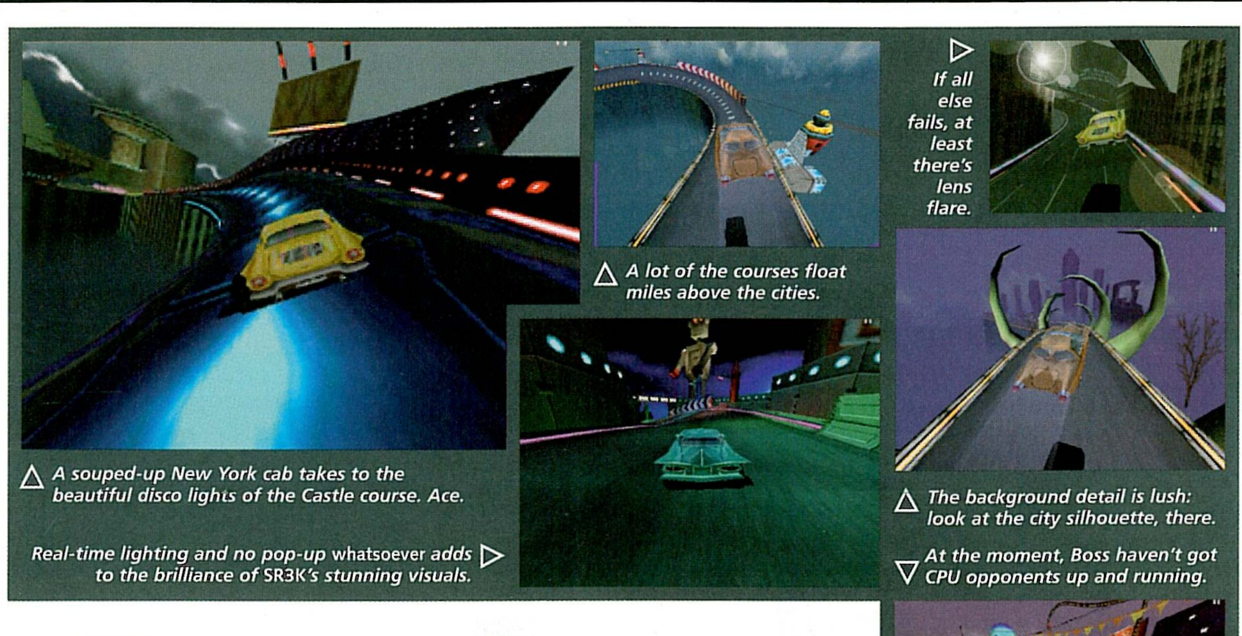


The obligatory slippedy-slidey ice world. Looks very nice, mind.



The visuals are pleasant, if not brilliant. But, the action should be tip-top.





△ A souped-up New York cab takes to the beautiful disco lights of the Castle course. Ace.

△ A lot of the courses float miles above the cities.

▷ If all else fails, at least there's lens flare.

Real-time lighting and no pop-up whatsoever adds to the brilliance of SR3K's stunning visuals. ▷

△ The background detail is lush: look at the city silhouette, there.

▽ At the moment, Boss haven't got CPU opponents up and running.

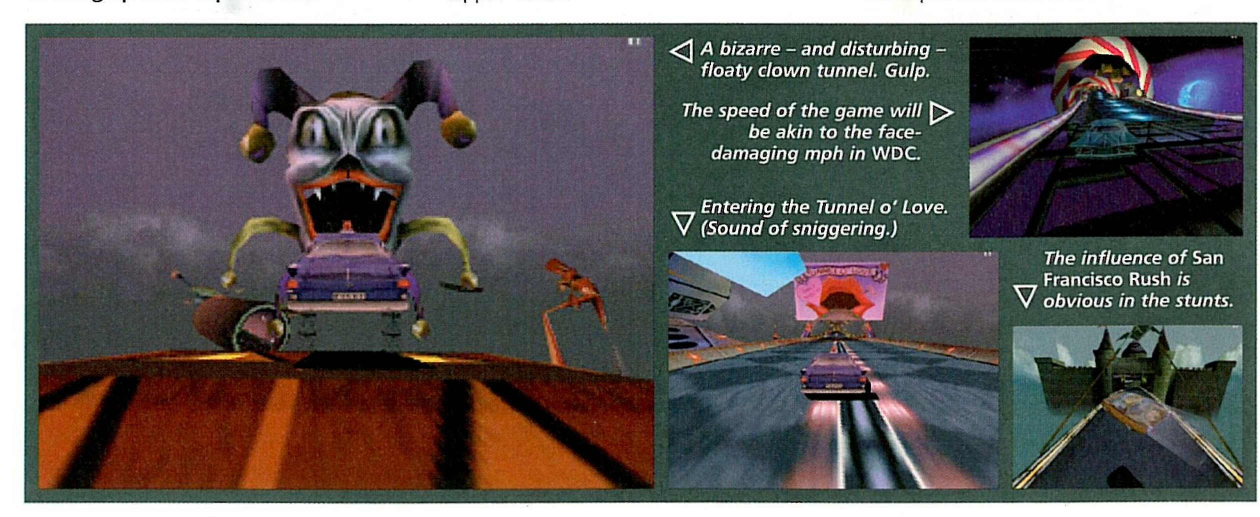
SR3K

What the World Driver *people did next...*

Boss Games are rapidly earning themselves a reputation as one of the most talented developers on the N64. After the excellent *Top Gear Rally* and the breathtaking *World Driver Championship*, their next game, *Stunt Racer 3000* – or *SR3K* as it'll be known – is as anticipated a racing game as the N64 has probably ever had. And, like *World Driver* at a similar stage, *SR3K* is looking perfectly capable of living up to all expectations.

Not to be confused with excellent SNES speeder *Stunt Race FX*, *SR3K* utilises the super-smooth *World Driver* engine, but otherwise takes quite a different route, offering high-octane racing across a multitude of futuristic tracks, and a hefty dose of back-flipping, barrel-rolling, tyre-squealing danger for good measure. The result is a bizarre but magical mix of *San Francisco Rush*, *WDC* and *F-Zero X* that looks absolutely fan-flippin'-tastic.

From what we've seen so far, *SR3K* moves a whole lot faster than its predecessor, which is no mean feat considering the pace and smoothness of *World Driver*. Although the basic physics system of *WDC* remains, Boss have done their fair share of tweaking and improving; there won't be so much 'slide' to the cars, for instance, which will no doubt come in handy as you're hurtling through a corkscrew at 200mph. We can't wait...



◁ A bizarre – and disturbing – floaty clown tunnel. Gulp.

The speed of the game will be akin to the face-damaging mph in WDC. ▷

▽ Entering the Tunnel o' Love. (Sound of sniggering.)

▽ The influence of San Francisco Rush *is* obvious in the stunts.

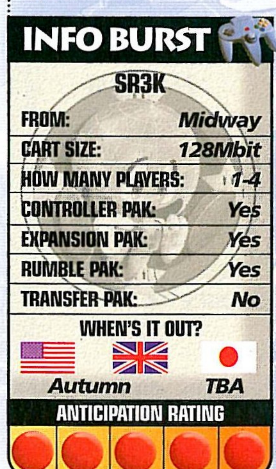
Q & A

SR3K sounds ace.
Certainly does. Take the superb handling and physics from World Driver, tweak 'em a bit, add some wildly inventive tracks, incorporating huge jumps and loop-the-loops, and then polish with the ability to completely customise and tinker with your car.

It also looks absolutely amazing.
Even better than World Driver, we reckon. No news of expansion pak compatibility as yet, but any game that manages to mix San Francisco Rush and WDC (and succeed) deserves a firm slap on the back, regardless of whether it runs in hi-res or not.



Anything else?
Win a boss race and you get to keep the boss's car. You can also tinker with your vehicles – both of the human and alien variety – and, rather than using the two-championship set-up that World Driver did, there's a five-league competition which means that winning races earns you cash. You can use this extra dosh to soup-up your car and any additions are shown on-screen, along with full real-time damage effects. Yum.



INFO BURST

SR3K

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?
US: Autumn
Japan: TBA

ANTICIPATION RATING: 5/5

GO! GO!

Q & A



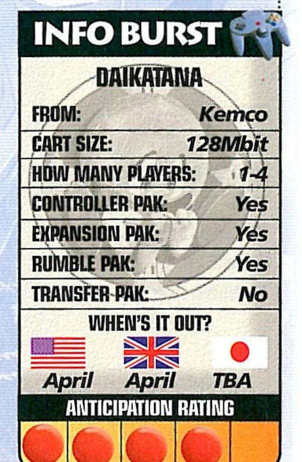
Daikatana... The name rings a bell.
PC owners will probably know all about this. The Windows version, developed by Quake co-creator John Romero, looks set to be one of the most delayed games ever. A new release date seems to be announced every six months, and beardy real ale drinkers have been sobbing all over their Voodoo cards at the news of each fresh setback.

So we'll be seeing this on the N64 first.
Amazingly, yes. When we had it in the office, the guys from nearby PC Gamer all dropped their copies of Airport Inc and jammed themselves into the **N64** *games room for a peek.*



That's got to be good news, right?
Well of course, although the version we'll be getting is very unlikely to live up to the reputation of the fabled PC title. The N64 game is developed by a completely different team, using the storyline and blueprints from Romero's edition.

But at least it actually exists.
Ex-actly.



INFO BURST

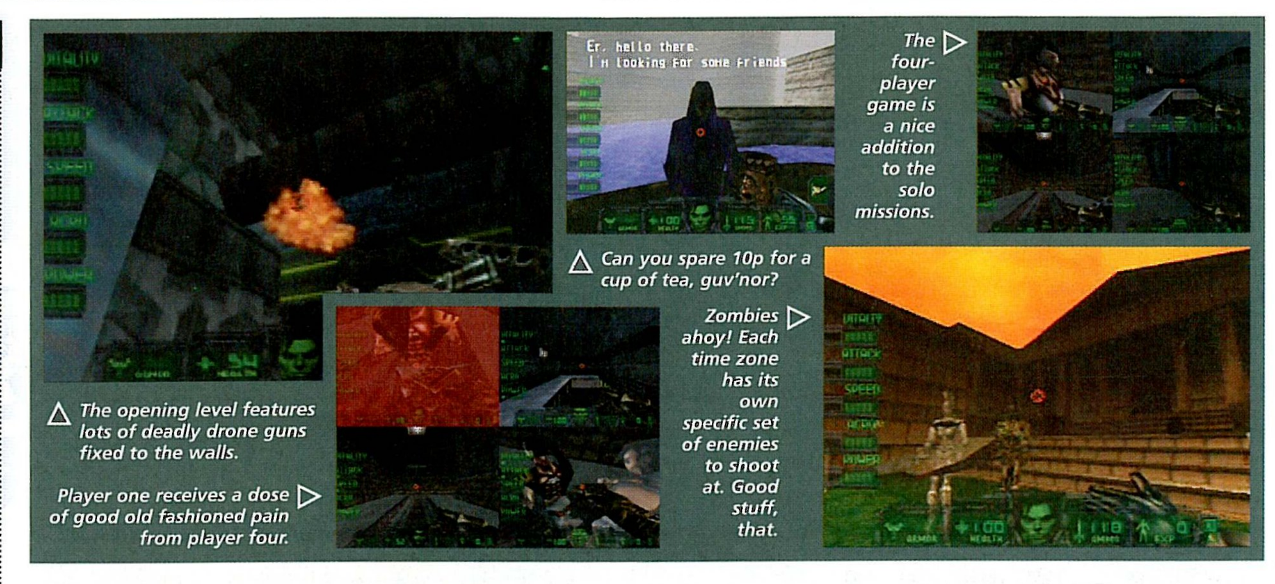
DAIKATANA

FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
April	April	TBA

ANTICIPATION RATING



The opening level features lots of deadly drone guns fixed to the walls.

Can you spare 10p for a cup of tea, guv'nor?

The four-player game is a nice addition to the solo missions.

Player one receives a dose of good old fashioned pain from player four.

Zombies ahoy! Each time zone has its own specific set of enemies to shoot at. Good stuff, that.

Daikatana

Mythical PC shooter arrives on N64...

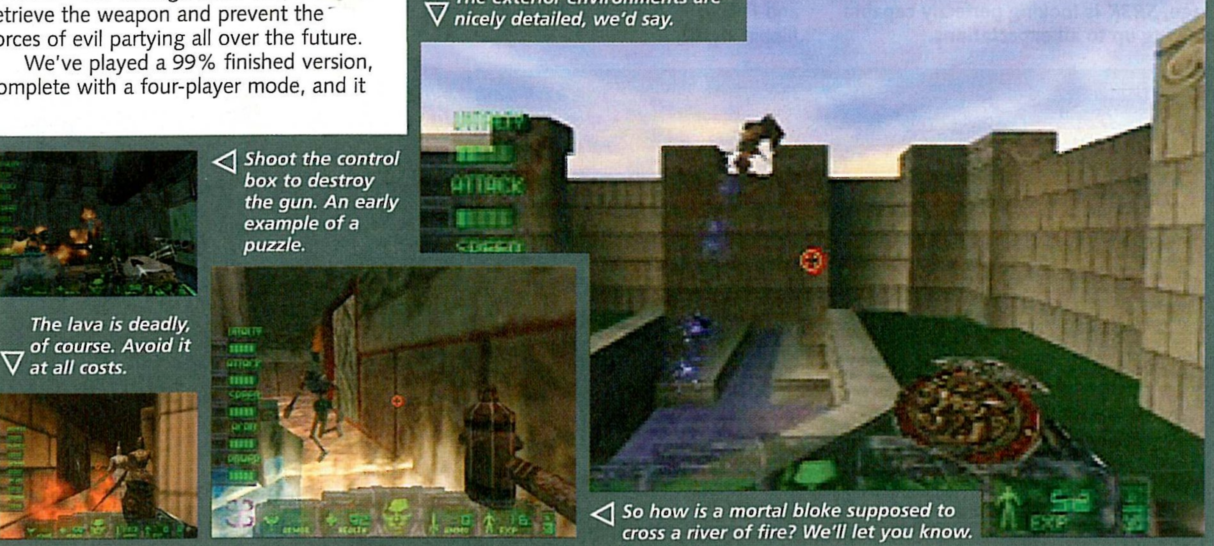
Slipping neatly into the release slot vacated by *Perfect Dark*, Kemco's *Daikatana* will have the first-person adventure market to itself – for a few weeks, at least.

The game is set in a Japan of the distant future, where an all-powerful corporation has commissioned the creation of a weapon, the Daikatana, to obliterate a rival clan. To cut a long story short, the game's star, Hiro Miyamoto (named in honour of Shigsy himself), has to travel back through three time zones to retrieve the weapon and prevent the forces of evil partying all over the future.

We've played a 99% finished version, complete with a four-player mode, and it seems to be a mixture of *Armorines* and the traditional, corridor-based *Doom*-style games. The first sections are set in the futuristic fortress of top bad guy, Mishima, with ancient Greece, Medieval Norway and 21st century San Francisco coming later. Each time zone has four levels and its own unique set of weapons, making a total of 16 areas and around 25 tools of destruction. So it's reasonably big – but is it *clever*?



Leap up the ominous staircase with a Mario-style 'Yah! Woo-hoo! Wahay!'

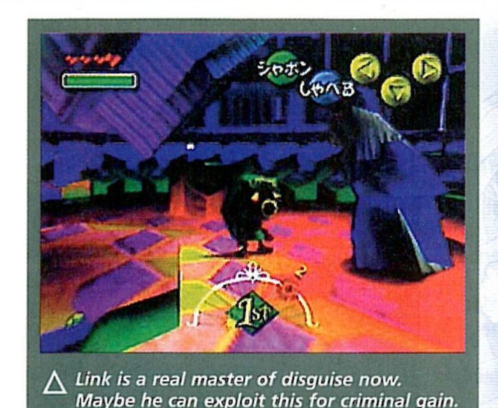


The exterior environments are nicely detailed, we'd say.

Shoot the control box to destroy the gun. An early example of a puzzle.

The lava is deadly, of course. Avoid it at all costs.

So how is a mortal bloke supposed to cross a river of fire? We'll let you know.



△ Link is a real master of disguise now. Maybe he can exploit this for criminal gain.

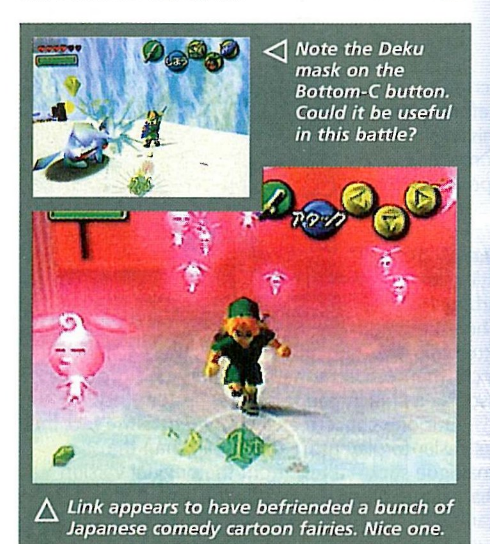
Zelda
Mask of Mujula

Best game ever... part two.

The steady drip-feed of new *Zelda* pictures from Nintendo in Japan looks likely to become a genuine flood any day now, although the tight-lipped funsters are still keeping schtum about the finer details of the game's plot and mechanics.

From what we've seen so far, including our breathless playtest at Spaceworld in Tokyo, *Mask of Mujula* will be a worthy successor to *Ocarina of Time* in terms of sheer size. The expansion pak doesn't just make the game look even better – it also enables the designers to create more complicated dungeons with far more enemies to fight in each room.

These latest pics don't reveal much that we didn't already know, but they do show how good the game is looking. We really can't wait for this one...



◁ Note the Deku mask on the Bottom-C button. Could it be useful in this battle?

△ Link appears to have befriended a bunch of Japanese comedy cartoon fairies. Nice one.

Q & A

Another Shigsy masterpiece, then?
Actually, the great man has had little to do with this sequel. It's handled by a different team because 'Motes is otherwise engaged with a whole host of top-secret Dolphin projects.



That's bad news, right?
No way! Although Zelda has always been Shigsy's baby, Nintendo are not a one man company. The cream of Japanese development talent resides in NCL's Kyoto HQ, and the team behind this game are using an enhanced version of the last game's engine. There's nothing to worry about – it's going to be special.

Did you say enhanced?
Oh yes. Using the power of the expansion pak, the next Zelda game will offer more enemies, bigger levels and an even longer challenge.





INFO BURST

ZELDA: MASK OF MUJULA	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?
Christmas | May

ANTICIPATION RATING

Q & A

We could do with some more role-playing games.
Yep, and this looks like a proper honest-to-goodness RPG, with stats, turn-based combat, character progression and huge towns and cities to explore, complete with hundreds of NPC's to interact with.

Er, NPC's?
Non-playing characters. Chun Soft, the developers, have said that they want to "dramatically evolve the series", and with the N64, they reckon that's possible. A fully polygonal game-world – which has only been seen so far in Zelda – is the fruit of their labour.

Let's hope it gets released over here.
With role-playing games now hot stuff in the west (see the Final Fantasy games on the PlayStation for evidence), a release looks promising. We'll let you know as soon as we hear.

Mysterious Dungeon

Three-years-in-the-making RPG heads to the N64...

Well, *this* is a pleasant surprise. *Mysterious Dungeon* was originally a 64DD game, but now that the add-on has become nothing more than a nice-looking resting place for coffee cups, developers Chun Soft have taken the plunge and converted the game to cartridge.

Made popular by Square's *Chocobo's Mysterious Dungeon* (a Japanese megahit on the PlayStation), the *'Dungeon'* series of games has gained quite a reputation amongst RPG fans thanks to a unique randomly-generated dungeon feature. This latest game in the series (no relation to the others) sees you, as ten-year-old Shiren, attempting to build and maintain a fortress against ravaging demonic hordes. Sounds like fun? Well, the fact that the game is also going to be a full-3D explorathon – like *Zelda* – should certainly get the juices flowing.

Currently, a US and UK release date is uncertain. However, this looks set to be a top-hole hardcore RPG, and we hope Nintendo won't pass up the chance to bring some role-playing goodness to these shores.

INFO BURST

MYSTERIOUS DUNGEON	
FROM:	Chun Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?	US	UK	Japan
	TBA		Autumn

ANTICIPATION RATING: 4/5



Ah, lovely polygon-filled men with hats. It's all very 'Japanese'.





A beautiful winter wonderland. Wil got very excited about this game.

What kind of stunts can you pull?
All of the ones that you have no chance of doing in real life. You can flip, grab, ollie, nollie and grind your way around the realistic environments without risking looking like a prat in front of your mates.



What about combo moves?
You can create custom combos by linking different moves, like in 1080°. Get some big air, wiggle the joystick, and major points can be earned.

What does the expansion pak do?
Judging from the increased detail compared to the original version, the old pak must be working its magic in the texture department.

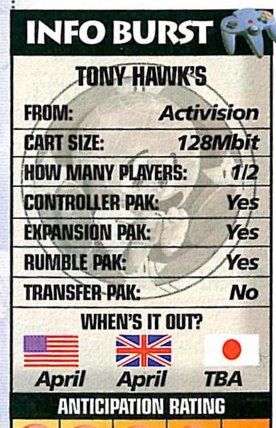
Tony Hawk's Pro Skateboarding

Meet the man with the plan(k).

Activision's skateboarding arcade game should be available in the States by the time you read this, so keen importers will know just how well it compares to the PlayStation version.

It certainly looks like the N64 edition will have more graphical tricks up its sleeve, thanks to the expansion pak support, although the rest of the game appears to be identical. If you've never come across it before, you're missing something special because *Tony Hawk's Skateboarding* is like an urban *1080°*. There's more emphasis on tricks than actual racing, and every object can be used as a launch pad for a new custom trick.

Our one concern at the moment is the fact that it's easier to play using the D-pad than the analogue stick – a relic from the original version that should be sorted out by the time the game hits the shops. We'll let you know if everything's okay in next month's review.

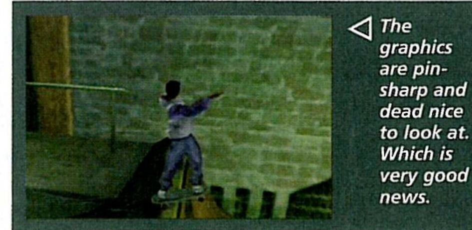


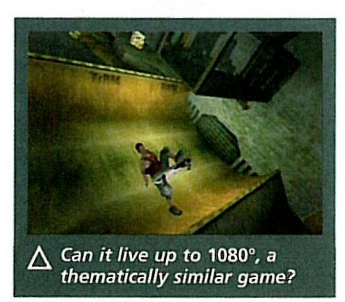
INFO BURST

TONY HAWK'S	
FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

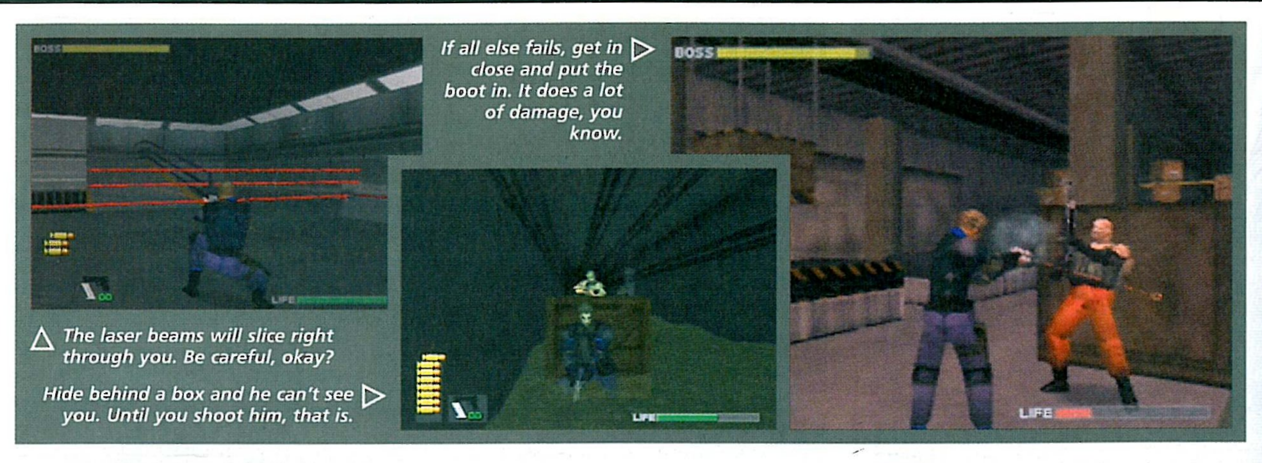
WHEN'S IT OUT?	US	UK	Japan
	April	April	TBA

ANTICIPATION RATING: 4/5


The graphics are pin-sharp and dead nice to look at. Which is very good news.


Can it live up to 1080°, a thematically similar game?





If all else fails, get in close and put the boot in. It does a lot of damage, you know.

The laser beams will slice right through you. Be careful, okay?

Hide behind a box and he can't see you. Until you shoot him, that is.

Operation Winback

Winback *finally the reaches the UK – and in style!*

Brilliant news! *Winback* is *definitely* coming to the UK, courtesy of *Resident Evil* peddlers Virgin. Happy? You should be, as – apart from a slight change of name (it's now called *Operation Winback*) – it's the same ace game we reviewed on import in N64/35.

With plenty of tasty stealth-'em-up action – main man Jean-Luc Cougar can hide behind walls, spin into the open and plug a terrorist with one shot from his laser-assisted pistol – the game might not have the flash of *Metal Gear Solid*, but with 26-odd rock-hard missions and a top notch multiplayer, it'll last a good deal longer. In fact, we've been playing the four-player game a fair bit, especially the fabulous Point Match, which awards points depending on damage inflicted on opponents. And, if you're up-close, and all else fails, you can kick them to death, which makes for some major scores. There's one-shot kills too.

Graphically, *Winback* is still a little primitive with fuzzy visuals and a slightly drab 'look', while the camera is more-than-a-little awkward. But it's content that counts and this game has it in spades. We'll be bringing you the *definitive* PAL review next month…



A handy lock-on makes shooting terrorists far easier.



The multiplayer's a bit slow, but jolly good fun all the same.

Jean-Luc Cougar gets ready to "kick some A". Apparently.



You have to rescue all your fellow team-mates.

Q & A

Winback on PAL? That's top news…
Certainly is. Winback may look a little bit crud, but it's full of great ideas, super-smooth animation and brilliant spy action.

Such as?
Well, there are over 2000 animations available for Jean-Luc Cougar, meaning that developers Koei have seen fit to include loads of stealth-tastic moves. A bit like GoldenEye, the aim is to avoid guards – or at least sneak up on them – so you can hide behind objects and run, crouching down, before rolling out from behind a box, targeting an enemy and slotting 'em.



And?
Oh, the plot's all about some terrorists who've captured a weapons satellite and are holding the world to ransom. It's all dreadfully exciting, let us tell you. There's a nice – if small – variety of weapons too, including a devastating rocket launcher – watch it blow your foes to bits! – and a feisty pump-action shotgun that literally blows enemies away. There's also grenades, a silenced pistol and a whole lot more besides. Shweet.

INFO BURST

OPERATION WINBACK	
FROM:	Virgin
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	May	Now

ANTICIPATION RATING: 4/5

GO! GO!

AN EAR TO THE GROUND

First up, it seems Retro Studios – purveyors of such quality N64 games as, er, oh… – are already readying themselves for Dolphin development by registering the Internet URL www.thunderrally.com. Rumour suggests the game could be a futuristic racer in the style of *SR3K*. The company, set up by ex-Iguana employees and *Turok* coders, is one of the lucky teams chosen by Nintendo to test Dolphin's potential capabilities (see this month's Dolphin feature on page 28) even though they've yet to release a *single game*. Naturally, having signed Ninty's speak-and-die non-disclosure agreement, no one was available for comment.



After seeing how good Nintendo's *Excitebike 64* looked, Kemco have decided ***against*** releasing their Snowblind-developed ***Top Gear Hyperbike*** in the UK. Quite why it would do any less well in the UK than in America is up for debate, but it's a bit of a shame nonetheless.

Meanwhile, a project that's been on ***and off at the same time*** is ***Mortal Kombat: Special Forces***, a (cough) 3D adventure using ***MK*** characters. Midway have confirmed the game has been cancelled, while EB in America claimed they were receiving delivery of copies in the middle of March! Rest assured, ***Special Forces*** has had a serious fatality administered and certainly ***won't*** be appearing on the N64. Probably for the best at the end of the day.

Lastly, Rare have been under the microscope once again this month, not only because *Perfect Dark* has been delayed until – sigh – June, but also because, according to rumours, they're working on a game called ***Dino Planet***. Whispers suggest it's 'a bit like ***Zelda*** with dinosaurs', and it ***isn't*** licensed from the Disney dinosaur movie coming to screens here later in the year.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

Apparently, there's a hidden 'retro' game…
Yup. Just like Donkey Kong 64 featured Jetpac and the original Donkey Kong arcade game, so Excitebike 64 will also feature the complete, full version of the original Excitebike – a classic game that appeared on the NES. Fantastic.



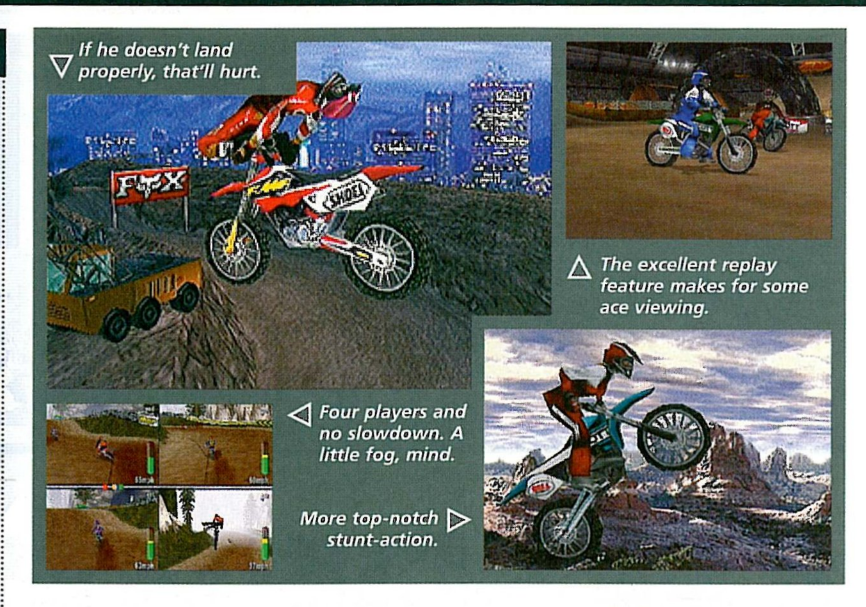
Any multiplayer?
A full four-player mode (something that Wave Race and 1080° could have done with), and it's currently running at silky-smooth speeds. We could be looking at the best multiplayer racing on the N64 yet.

It certainly sounds a lot better than *Jeremy McGrath's…*
You betcha. It will even contain a full track editor, which promises to be more exhaustive and easier to use than the one in Acclaim's game (reviewed in this very issue, on page 68).

Something to look forward to, then.
Definitely. We reckon a late summer release sounds about right and we'll be bringing you all the latest updates just as soon as we get them. Watch this space.

INFO BURST

EXCITEBIKE 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	Summer
ANTICIPATION RATING	●●●●●



If he doesn't land properly, that'll hurt.

The excellent replay feature makes for some ace viewing.

Four players and no slowdown. A little fog, mind.

More top-notch stunt-action.

Excitebike 64



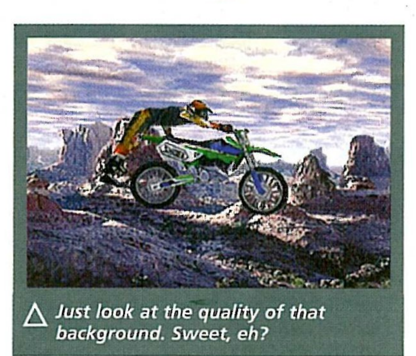
Two wheels good, four wheels bad!

This is looking tremendous. Although squirrelled away on THE Games' UK release list as (sigh) 'TBC', rest assured that this *will* be making it to our shores later this year – and it promises to do for bikes what *Wave Race* and *1080°* did for jetskis and snowboards.

Unlike *Supercross 2000*'s horrifically tricky slow down-and-turn simulation approach, *Excitebike* goes straight for glorious arcade racing, and, with some wonderful analogue control, sweeping skids, powerslides and controlled jumps are all eminently possible. Rider and bike also act exactly as they should, and the exquisite physics system brings things as close to real life as possible without losing that all-important sense of fun.

Excitebike is also *fast*. From what we've seen of the game, races are furious affairs, incorporating long, open strips of track as well as more treacherous bends, jumps and hill-ridden chicanes. And, as well as indoor stadium *Supercross*-style races, there are some stunning-looking outdoor courses, set in the wilderness of mountainsides and forests.

So, you can see why you should be looking forward to this. Throw in some *Wave Race*-style stuntwork, too, and Ninty's latest game look like it's going to be an absolute gem.



Just look at the quality of that background. Sweet, eh?



Oof! The animations in Excitebike are gruesomely realistic. Yoink!



The camera is completely customisable – hence this long shot. That sky looks lovely, too.



That's a sim version of Joanna in the one-player co-op mode.

Hello. I appear to be one of the walking dead.

The bendy organic target system used with alien weapons.

Perfect Dark

A tasty peek at some of the treats in store soon...

Not long to wait now. While the finishing touches are being applied to *Perfect Dark* at Rare's offices, causing another slight slippage in the release date, this time to May in the States and June 30th over here, we'll take a look at some of the features that seem likely to propel the game to the top of most N64 gamers' all-time favourite lists.

And we've got another selection of brain-meltingly beautiful screenshots, of course. If nothing else, *Perfect Dark* looks set to be the most realistic 64-bit game ever, thanks to the updated version of the previously unsurpassed *GoldenEye* engine that beats at its heart. Dynamic lighting, more detailed character models, larger environments and vastly improved audio effects combine to mount a spectacular assault on the senses. According to designer Duncan Botwood, the revamped engine is powerful enough to run *GoldenEye* at better than 30 frames per second – the original game averaged out at around 20fps, a slightly lower speed than *Perfect Dark* manages with all that extra detail.

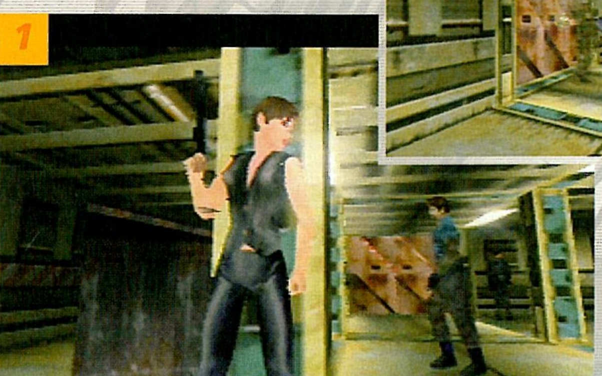
One thing we *won't* be seeing is the Game Boy camera face-mapping feature, which appears to have fallen foul of America's moral minority (see *Censored!*). But with a mix-and-match choice of deathmatch heads and bodies, *and* extra characters, perhaps we won't miss it too much. Just see how quickly the less squeamish folk at Acclaim borrow the idea for *Turok 3*.

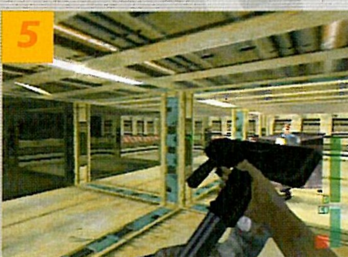
VISUALS *The enemies don't just fade away once you've ventilated them with bullets, they slump to the ground, oozing slightly...*

STEALTHY DOES IT

The deadly RCP-120 weapon comes complete with a cloaking device as its secondary function. The enemy troops are equipped with them before Joanna gets her hands on one, as this spooky sequence demonstrates.

***1** The intro cut scene shows you infiltrating Mr Blonde's secret complex. Looks like three, maybe four guards patrolling in the first room. Easy enough.*





***3** Looking around, you see the other guards do the same thing with their cloaking devices. The room appears to be empty, apart from the odd ghostly distortion as invisible people glide past.*

***2** But as soon as you confront the first one, things take a turn for the bizarre. The air around him starts to shimmer, bending the light, and his body begins to fade out.*



***4** They can't shoot while cloaked though, so you can get a fix on them when they break cover to have a pop at you. This is the perfect time to get a lock-on with the CMP-150.*

***5** They're still tough to hit, and CMP-150 ammunition is extremely limited. If you don't keep your cool in the mayhem, you're a dead agent.*

***6** And... Oh well. This tricky little room is right at the start of the level, so you don't have to wait too long to get back to where you were.*

Elsewhere, the game's high violence level remains unchanged. The enemies don't just fade away once you've ventilated them with bullets from one of your 44 weapons. They slump to the ground, oozing slightly, and stay there long enough to create a rather impressive corpse mountain. Only when you've been a-slaying for a good couple of minutes do they begin to disappear.

As for the main part of the game, the solo missions, the basic structure remains the same as in *GoldenEye* but the difference between the difficulty levels is much greater. If you attempt an easy mission in *Perfect Dark*, you'll encounter locked doors and blocked roads that are only opened in the harder settings. The higher the difficulty, the more exploration you'll have to do. The aim is to allow players who struggled with *GoldenEye* to breeze through *Perfect Dark* with relative ease, while still providing a daunting challenge to veteran 00 Agents.

So will we really see the game in May or June? We certainly hope so. Any last minute alterations shouldn't make *PD* miss its confirmed release slot this time.



△ Like GoldenEye, the intro scenes spin around before zooming into Joanna's eyes.

◁ This wrist-mounted crossbow is great for stealthy operations.

HELP THE PAKLESS

Perfect Dark's huge single player levels won't run without the expansion pak. The N64's basic 4Mb of RAM just isn't enough to support such complicated 3D models, so 8Mb is an absolute requirement. But for everyone who doesn't yet own a pak, a cut-down version of the excellent multiplayer mode is accessible on a standard, unexpanded machine. It's for two players only, but all of the arenas and game types are included, along with the simulants. The 30 solo challenges are also present, so you'll have something to keep you busy while you save for that expansion pak.



FUTURE PERFECT

All the way back in issue 22 we asked you to tell us what you'd really like Rare to include in *Perfect Dark*. The top ten most popular suggestions were printed in issue 25 and, in a most pleasing turn of events, an astonishing total of *nine* of them have made it into the finished game! They are:

- Realtime lighting
- Blood
- Speech
- Begging for mercy
- Multiple routes
- Deathmatch bots
- Realistic injuries
- Heavy weaponry
- Improved AI

The only request which didn't get included was the ability to jump, although you can drop off ledges and fall to your doom. Now's that's mighty fine going, people.

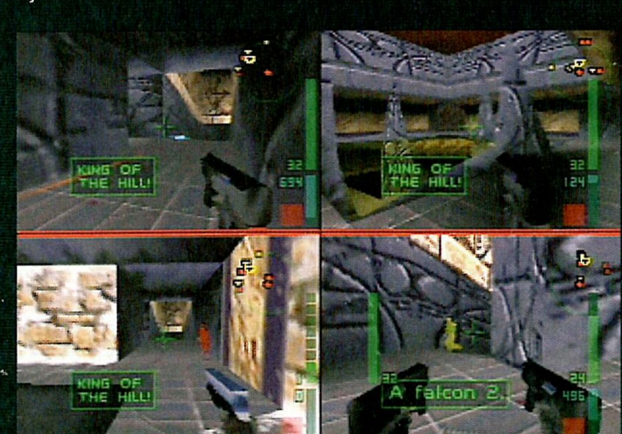


GO! GO!

BEAT THE MACHINES

King of the Hill is a favourite standby of PC multiplayer games, and a rarity on the N64. It's a timed game, with the aim being to stay in control of a certain area (the hill) until the timer runs out.

Where it really proves its worth is as a team game, particularly when a few computer-controlled sims are thrown into the equation. You can have a team consisting of four humans against a team of four sims, each of which may be assigned a different personality or difficulty level. There's a great 'us versus them' feel to it.





△ The reason everybody appears to have taken the hill is because this game is four humans versus four sims.

◁ Members of different teams are colour-coded so you don't waste your time going after the wrong ones.

JOIN THE MACHINES

Well if you can't beat them, get them on your side. You'll be a lot more difficult to kill if you're supported by a couple of experienced sims...

Enemy

The way he's pointing that pistol at us would indicate that this sim isn't on our side. Friendly sims are tinted to match your team colour. Better call for back-up.



△ There's one of your own sims hiding behind the far door. Maybe he can be of assistance.

Friend

Meet the Pacifist sim. He doesn't like all of this killing and shooting, so he runs around collecting ammo and weapons. Follow him to find hidden stashes.



△ Instead of sliding around on their knees, players actually look like they're crouching and ducking.

Assassin

This is the vendetta sim. For no particular reason, other than the fact that he's psychotic, this robotic nutcase will ignore everyone else and go gunning for you.



△ If you pick up two of the same kind of gun you can have one in each hand, even in multiplayer.

Back-up

Set your teammates to Defend and find a secure position. The first enemy sim to walk through that door is as good as dead. Unsportsmanlike? Just a little.



△ Take care not to shoot your mates in the back. They can be prone to making sudden moves.

CENSORED!

Last month we showed you how the fantastic Game Boy camera feature worked, putting the face of our own lovely Andrea into a deathmatch and proceeding to terminate her digitised image with extreme prejudice.

Shortly after the issue went to press, NOA's Ken Lobb (of 'worst weapon in *GoldenEye*' fame) made the disappointing announcement that the camera mode was to be cut from the finished game. The official reason was something to do with bugs causing the game to crash during deathmatches with scanned faces. Apparently there wasn't enough time to fix the problem, although it seemed to be working perfectly when we saw the game back in January. The *real* reason? Americans. Psychologists in the States thought that the ability to 'kill' realistic versions of your friends would drive gun-happy Yanks to murderous new heights of violence. Nintendo, keen not to offend parents in its most important – and lucrative – market, wielded the axe before they were forced to do so. Thanks, America!



Duncan Botwood probably wasn't smiling so much when he heard about Nintendo's gratuitous censorship of his game. Damn shame, we say. ▷

FOLLOW ME!

Perfect Dark's co-op mode is the best way to wreak some vengeance on the bad guys in a particularly difficult mission. Invite a friend, share out the ammo, and get to work cracking some heads (if only *GoldenEye* had had that option on the Cradle level). Of course, it helps if you both know your way around the game, because with twice as many players, there's twice as much chance of a mistake such as an accidental civilian death or a wrong turn. The best way to do it is to have the less experienced player follow and provide back-up for Joanna.



While player one is under attack from two guards, player two seems to be lost on the DataDyne building roof.



Player one waits by the lift, having secured the upper floor.

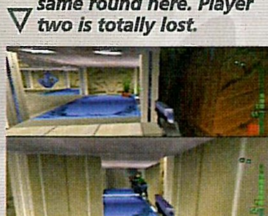
Watch out for civilians in this area. DataDyne does have a lot of innocent office workers wandering around.

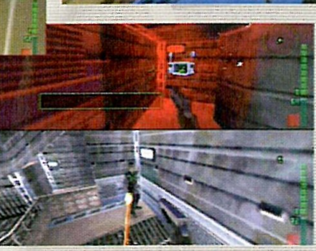




Graphical detail is still extremely impressive.

All the corridors look the same round here. Player two is totally lost.





After getting off at the wrong floor, player two goes nuts and embarks on a mental rampage.

The computer console isn't important until you try a harder difficulty level.

NO, MS DARK, I EXPECT YOU TO...

So this is why Rare's HQ contains a large gymnasium, complete with crash mats and wall bars: brand new motion captured death animations...

Crown jewels

It doesn't bear thinking about. From the strategic deployment of this guard's hands and the contortion of his body, we don't need to see his pained expression to know that from this moment on he'll be talking like Mickey Mouse on helium.



The Lambada

This unlucky chap seems to have been caught by surprise. Realising that death is imminent, he throws away his weapon and starts performing the 'forbidden dance'. Sadly this fails to impress Joanna, who promptly riddles him with bullets.



Theatrical

A fairly grim one. Many of the death animations from GoldenEye are in the game, along with extras such as this, recorded by actually murdering surplus Rare staff. The addition of blood trails makes the whole thing look disturbingly realistic.



Hello there!

Just like in *GoldenEye*, the kindest way to dispose of enemies is the trusty head shot. It never fails to bring a smile to your face and a look of bemusement to the unfortunate recipient. Plus you get a tasteful red 'exit splatter' on the wall behind.





Here's an example of what we think the Dolphin just might look like (a bit '3DO' was Martin's helpful comment). Look over the page for some more of the team's pitiful attempts at industrial design and if you think you can do better check out the Dolphin Factory in Club 64 on page 77.

THE DOLPHIN JIGSAW

Sssh – we've got the latest, top secret info from Nintendo's Dolphin developers.

When Howard Lincoln stood on a podium and brought the first news about Dolphin to a rapt crowd at May 1999's E3 show, he made a promise. Nintendo, he said, would keep most of the details about their world-beating follow-up to the N64 under their hats until much, much later.

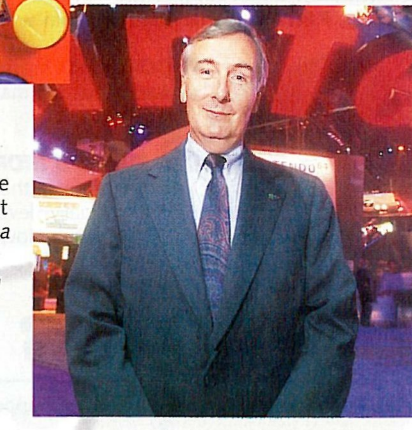
So far, The Big N have been true to their word. But with increasing regularity, bits and pieces of Dolphin news have been revealed – intentionally or otherwise – by Nintendo insiders, excited developers, and even The Great God Shigsy himself. By fitting those slivers of information together, a clearer picture of 'Nintendo's Next Generation Console' begins to emerge. Take a look...



SPEED

FACT: Dolphin will knock PlayStation 2 and Dreamcast into a cocked hat.





PROOF: "It will be the fastest and most powerful home video game system, period." Howard Lincoln, Chairman of NoA, May 1999.

AND THERE'S MORE: The copper wires in Dolphin's Gekko processor, manufactured by computing powerhouse IBM, make it a world beater. The pea-sized processor fairly races along at 400Mhz, giving it the power – hypothetically – to run four copies of *Ocarina of Time* on the same screen, with nary a hint of slowdown. And, despite the amount of stuff packed onto a single DVD, the sheer speed of Dolphin should make disc loading times a thing of the past.

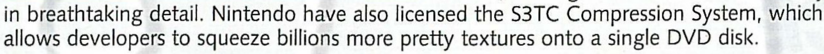


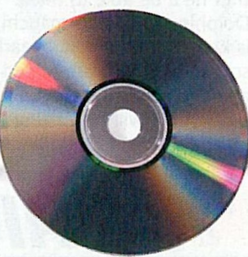


VISUALS

FACT: Dolphin's visuals will knock everyone's socks off.

PROOF: "In terms of graphics, Dolphin will be 33% above the performance of PlayStation 2." Axel Herr, Nintendo of Europe Managing Director, February 2000.





AND THERE'S MORE: Designed by Art-X, a team comprised largely of people who worked on the N64's innards, the Dolphin's graphic chip runs at a lightning-fast 200Mhz. Which means? It can chuck 30 million shapes onto the screen *every second*, making for characters and scenery in breathtaking detail. Nintendo have also licensed the S3TC Compression System, which allows developers to squeeze billions more pretty textures onto a single DVD disk.



SOUND

FACT: Dolphin games will be filled with CD-quality in-game music.

PROOF: "Dolphin's sonics will blow PlayStation 2 and Dreamcast out of the water." Julian Eggebrecht, President of Factor 5, February 2000.

AND THERE'S MORE: Dolphin's sound chip is three times more powerful than the N64's, and the ability to stream music straight from the DVD doubles Dolphin's sound potential. Factor 5 are lending their MusyX Audio Development Tools to Dolphin developers – the same system used to create N64 sounds, and therefore easy for fledgling Dolphin developers to get their heads round. Plus, Dolphin developers will be able to benefit from Dolby Surround Sound, so that sweeping *Jet Force Gemini*-style sonics can boom forth from every title.



It looks confusing, but this is the system behind such aural delights as Rogue Squadron's music.

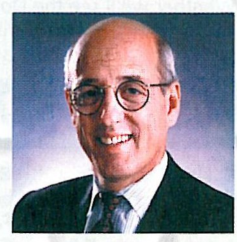


INTERNET

FACT: Dolphin will be able to access the Internet and link up to the Game Boy Advance.

PROOF: "Both Dolphin and Game Boy Advance will feature a built-in modem." Peter Main, Company Executive, November 1999





AND THERE'S MORE: Nintendo are keeping their Internet plans close to their chest, but expect big things when Nintendo join the online gaming bandwagon – playing *Mario Kart* and *Perfect Dark* with friends hundreds of miles away will finally be possible. Meanwhile, Nintendo and Konami have joined forces to create 'Mobile 21', a company experimenting with ways to link and exchange data between the Dolphin and Game Boy Advance. Will *Perfect Dark*'s abandoned face-mapping idea finally see the light of day?





MOVIES

FACT: At some point, Dolphin *will* be able to play DVD movies.

PROOF: "DVD movie playback will be experimented with in Japan. We'll wait and see what the market's like here." Jim Merrick, Nintendo technician, December 1999.

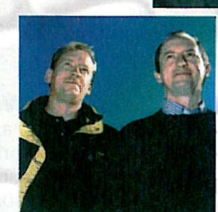
AND THERE'S MORE: Nintendo's primary concern is making a games machine. So, out of the box in the UK, Dolphin will be restricted to playing Dolphin games on Matsushita's specially-devised DVD format (storing reams more than cartridges but at a fraction of the price). However, Japanese gamers will be able to buy a Dolphin that can play DVD movies – if that's a success, expect it to make the trip over here.

GAMES

FACT: The world's greatest games will appear on Dolphin.

PROOF: "With Dolphin, the creative possibilities are even more significant than with the N64." Shigeru Miyamoto, General Manager, January 2000.

AND THERE'S MORE: Rare's own Chris Stamper is confident that he'll be able to make "even more amazing games" with Dolphin, and Mr Yamauchi, the stone-faced chairman of Nintendo, is keen that Dolphin "clearly distinguishes itself by the quality of its software". With the fabled Shigsy-designed controller (with analogue buttons and built-in rumble pak) finally completed, UK developers will be getting their hands on Dolphin development kits right about now, completing the worldwide ring of Dolphin coders.



The Stamper Brothers, dreaming up a sequel to Perfect Dark, perhaps?



PRICE



FACT: Dolphin will roll into the shops at an irresistible price point.

PROOF: "Dolphin needs to have a sub-$200 price point to make it friendly to the mass market." George Harrison, Nintendo VP of Marketing, February 2000

AND THERE'S MORE: Grumpy Mr Yamauchi has already hit out at PlayStation 2's heftier-than-usual price tag, and, however you feel about Nintendo aiming their consoles at kids, it'll make for an affordable price tag – less than £200 – for Dolphin. With games on DVD coming in at least £20 cheaper than their cartridge counterparts, there's no reason for your wallet not to be doing a little jig as we speak.



RELEASE DATE

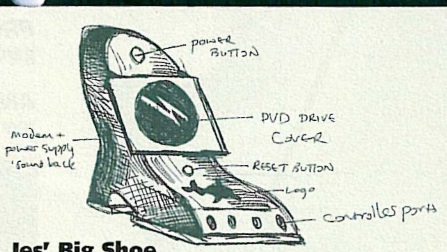
FACT: Expect to get your hands on Dolphin by the end of this year.

PROOF: "Nintendo predict they'll sell 2 million Dolphin consoles by March 2001." Investment firm Morgan Stanley Dean Witter, January 2000.

AND THERE'S MORE: Dolphin *will* be out by Christmas – those who suspect a Spring 2001 launch for Dolphin may wish to ponder on just how Nintendo expects to shift 2 million machines in two weeks. Whether we'll see the Dolphin on UK shelves by then is another matter, but it's heartening news that Morgan Stanley Dean Witter are predicting a release in America *before* Japan – perhaps indicating that something approaching a simultaneous worldwide launch isn't unlikely.

GRAND DESIGNS

The **N64** team take a guess at what Dolphin will look like...

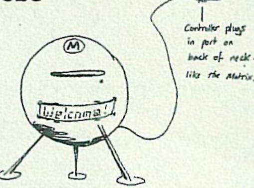


Jes' Big Shoe

Mildly more popular than Jes' other effort (The Big Iron), this size 9 shoe has a vertically-loading design. Just like those ultra-cheap CD players in the late 1980s. Well done, Jes.

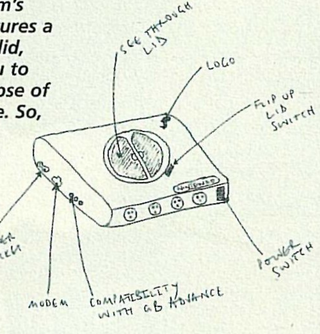
Martin's CyberGlobe™

The version pictured here is the 'deluxe model'. As big as a house, it plugs into your brain. 'Like The Matrix', says Kittsy.



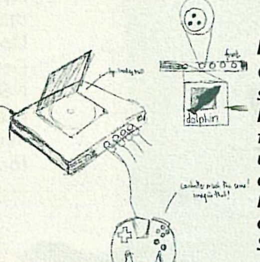
Tim's Box

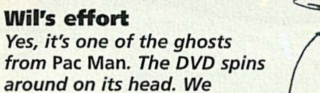
It's a box. Tim's Dolphin features a transparent lid, allowing you to catch a glimpse of what's inside. So, that's the meaningless blur of a spinning DVD, then.



Mark's Box

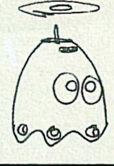
Given this model's similarity to the PlayStation – aside from the unimaginative controllers – Mark's allegiances obviously lie with Sony. Traitor or genius?





Wil's effort

Yes, it's one of the ghosts from Pac Man. The DVD spins around on its head. We worry for Wil's health.



AND THE REST...

Eleven more reasons to get giddy with excitement over Dolphin.

- Nintendo gave a demonstration of Dolphin's capabilities to **EA Sports** – *FIFA 2001* must be on its way.
- The people behind the *Final Fantasy* games, **Square**, are reportedly *very* excited about Dolphin.
- *1080° Snowboarding* developers **EAD** are currently working on a super-secret racing project.
- Formed after a row at Iguana UK, **Retro Studios** are working on five titles, including an American footy game and an RPG.
- The lovely **Titus** have confirmed that they're working on a Robocop game for Dolphin and Game Boy Advance.
- Nintendo of America's new in-house developers and *Ridge Racer 64* authors, **NSTC**, are knuckling down.
- Sources reveal that **Ubi Soft** are planning two Tarzan and Batman adventures, and a game starring Donald Duck.

THE GAMES

Developers are finding it increasingly difficult to keep quiet about their plans for Dolphin...

NINTENDO/HAL

It's official – Mario's on his way to Dolphin. Shigsy admits that "Mario has to play the leading part as the console's 'top batter'", and the sequel to *Super Mario 64* – which has been stuck in development limbo for the best part of three years – is finally on its way. And this time, Luigi's included. He'll be controllable, but won't be selectable from the start – you'll most likely take control of him at certain points in the adventure. Shigsy has also hinted at the Mario brothers growing up a bit. "You'll see a completely new side of Mario," he teases. Expect more *Mario Kart*ing and *Party*ing on Dolphin, too, and the inevitable appearance of those ubiquitous Pokémon.

FACTOR 5

The folk behind *Star Wars: Rogue Squadron* have been beavering away on *Thornado* since the beginning of last year. Based on the *Turrican* games of yesteryear, it's a third-person *Metroid*-style shoot-'em-up, with equal measure of exploration and lip-smacking destruction, and 'a strong storyline' influenced by the excellent *Half-Life* on the PC. The 'Thornado' of the title refers to the intriguing wind-based weapons involved, and with dual central characters, a two-player mode is inevitable.

Factor 5's close relationship with Lucasfilm also makes a Dolphin Star Wars title likely – perhaps to coincide with Star Wars Episode 2's release in 2001?

RARE

The *Perfect Dark* boys have a Dolphin development kit installed at their Twycross HQ at this very moment. At least one Disney game is inevitable – according to Disney themselves, Rare's first Mickey-based title will be "a very ambitious" *Mario*-style 3D adventure – as well as a follow-up to *Perfect Dark* and a few traditional Rare-esque surprises.

Perhaps Dolphin will also see another outing for *Killer Instinct* (*KI3* is rumoured as a secret N64 title), and individual adventures for the rest of *Diddy Kong Racing*'s characters – Timber the Tiger 256, anyone?

SAFFIRE

The ones to watch. With *Xena: Warrior Princess*, *Top Gear Rally 2* and *Rainbow Six*, Saffire have delivered some top-notch N64 titles over the last few months, and they're set to continue those very same franchises on Dolphin – could the next *TGR* be the Dolphin's *Gran Turismo*?

Keep an eye out, too, for er, *Saffire*, an adventure-cum-RPG set in ancient Greece. Saffire (the developers) are keeping details of this one under wraps, but we'd bet money on it being a third-person adventure with sword-clashing combat, similar in style to the lovely *Xena*.

These shots, taken from a PC that matches Dolphin's power, show exactly what to expect from Saffire.

ACCLAIM

Acclaim were one of the first teams to get their hands on Dolphin development kits – *Turok*'s Creative Director David Dienstbier confided to us last October just how excited he was about the machine – and they'll be getting right behind Dolphin come its launch. Plenty of titles are lined up – not least a follow-up to *Shadowman*, designed by Acclaim Teeside and scheduled for release in 2001.

An extension of the *Turok* franchise is a certainty, along with a new version of *NFL Quarterback Club* for American football-hungry gamers. We'd also lay money on a Dolphin version of the Dreamcast's hugely successful futuristic skateboarding game *Trickstyle*.

- American coders **Midway** are on the case with follow-ups to the popular *NFL Blitz* and *Ready 2 Rumble*.
- The Dreamcast sneak-em-up *Picassio* is on its way to Dolphin, courtesy of **Promethean Design**.
- **3DO** have announced their intentions to bring *Army Men* and *Battletanx* to Nintendo's new machine.
- Sports specialists **Left Field** have already committed themselves wholeheartedly to Dolphin development.

DOLPHIN SPY

Juicy inside Dolphin gossip from a trio of well-placed sources who refuse to be named...

So what can you tell us?

Spy 1: Dolphin is really, really cool. It's *much* more powerful than PlayStation 2.

Spy 2: It's easier to use, too. All the complicated 3D effects are built-in and dealt with in the 'background' – which means 100% of Dolphin's power is left for the actual game.

Who's got development kits?

Spy 2: Nintendo have restricted the first development kits to the big developers – EAD, Rare, Factor 5. They're ironing out bugs, improving things, making it friendlier. When everyone else gets their hands on Dolphin kits in March, it'll basically be a finished, perfected machine, with all the tools to aid development in place.

Spy 3: Nintendo have done away with the 'Dream Team' concept this time. Come March, anyone who wants a development kit can buy one.

What will games look like?

Spy 3: Remember the pre-rendered intro from *Resident Evil 2*? Imagine a crystal-clear, full-screen version of that – that's the quality of Dolphin's in-game visuals.

Spy 2: And you'd have to be pretty stupid not to get graphics of that quality running incredibly smoothly on the machine.

Is a Christmas launch still likely?

Spy 1: Any speculation that Dolphin won't arrive in Japan this Christmas is simply wrong. Whatever happens, Nintendo will start manufacturing the machine this Summer. I think 22nd December is the release date in Japan, and that's more-or-less fixed.

Spy 2: Nintendo are waiting until PlayStation 2 is launched in March, then they'll start the Dolphin campaign rolling, revealing all the details and stealing Sony's thunder.

Don't they need to wait for Miyamoto to finish the new Mario game?

Spy 3: That's a tough decision for them. Personally, I think they'll launch with 'killer app' fighting games and racing games – the *Wave Race* team are working on *something*, after all – then give Miyamoto the time he needs to finish *Mario*.

Spy 1: Developers like Capcom and Konami will have new games ready for February and March, so there won't be a lack of releases after the launch, as with the N64.

So could this mean Nintendo being back on top?

Spy 2: Developers are frustrated with PlayStation 2 – no-one can quite believe how bad it is to work on. The worst Dolphin developers will be able to match what the best PS2 teams come up with.

Spy 3: If Nintendo play their cards right, you could see a huge shift away from PlayStation 2 towards Dolphin. It's incredibly exciting.

PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Movement	Last month's chart position	N64 review
1	Super Mario	Nintendo	Released 03/97	Up	Last month's chart position – 4	Issue 1 96%
2	Toy Story 2	Activision	Released: 01/00	Up	Last month's chart position – 3	Issue 39 71%
3	WWF Wrestlemania	THQ	Released: 12/99	Up	Last month's chart position – 7	Issue 36 90%
4	Resident Evil 2	Virgin	Released: 01/00	Down	Last month's chart position – 1	Issue 36 90%
5	Vigilante 8	Activision	Released: 04/99	Down	Last month's chart position – 2	Issue 28 74%
6	Donkey Kong 64	Rare/Nintendo	Released: 12/99	Up	Last month's chart position – 9	Issue 36 93%
7	ECW Hardcore Revolution (NEW!)	Acclaim	Released: 03/00	Up	New entry	Issue 39 80%
8	South Park Rally (NEW!)	Acclaim	Released: 01/00	Up	New entry	Issue 38 88%
9	Rainbow Six (NEW!)	Take 2	Released: 11/99	Up	New entry	Issue 35 87%
10	F-Zero X	Nintendo	Released: 11/98	Down	Last month's chart position – 5	Issue 22 91%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	Virtual Pro Wrestling 2	Asmik • FGT	N/A
2	ECW Hardcore Revolution	Acclaim • FGT	Issue 39 • 80%
3	Ridge Racer 64	Nintendo • RAC	Issue 40 • 91%
4	Mario Party 2	Nintendo • TAB	Issue 39 • 87%
5	Tarzan	Activision • ACT	Issue 40 • 35%



N64 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Ridge Racer 64	Nintendo	RAC	Issue 40 • 91%
2	Donkey Kong 64	Rare	ACT	Issue 36 • 93%
3	Resident Evil 2	Capcom	ACT	Issue 36 • 90%
4	GoldenEye	Rare/Nintendo	ACT	Issue 9 • 94%
5	ECW Hardcore Revolution	Acclaim	FGT	Issue 39 • 80%

5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Perfect Dark	Rare	ACT	UK: June, USA: May
2	Zelda Gaiden	Nintendo	ACT	JPN: May, UK: Christmas
3	Excitebike	Nintendo	RAC	UK: July, USA: May
4	Conker's Bad Fur Day	Rare/Nintendo	TBA	UK: Autumn, USA: Autumn
5	Banjo-Tooie	Rare	ACT	UK: Summer, USA: Summer

Readers 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	DK64	Rare	ACT	Issue 36 93%
2	Zelda 64	Nintendo	ACT/RPG	Issue 23 98%
3	WWF 2000	THQ	FGT	Issue 36 90%
4	GoldenEye	Rare/Nintendo	ACT	Issue 9 94%
5	Smash Bros	Nintendo	FGT	Issue 36 90%

Readers 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Perfect Dark	Rare/Nintendo	ACT	UK: June, USA: May
2	Zelda Gaiden	Nintendo	ACT/RPG	UK: Christmas, Japan: May
3	Pokémon Stadium	Nintendo	ETC	UK: April, USA: Out Now
4	Banjo-Tooie	Rare	ACT	UK: Summer, USA: Summer
5	Turok 3	Acclaim	ACT	UK: September, USA: September

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
March			
Cyber Tiger 2000	EA	SPT	UK
Hydro Thunder	Midway	RAC	US
Ridge Racer 64	Namco	RAC	ALL
Space Invaders	Activision	SHT	UK
Taz Express	Infogrames	ACT	UK
Top Gear Hyperbike	Kemco	RAC	US
April			
Daikatana	Kemco	SHT	US/UK
International Track and Field	Konami	SPT	UK
Pokémon Stadium	Nintendo	ETC	UK
Tony Hawk's Skateboarding	Activision	SPT	US/UK
Winback	Virgin	SHT	US/UK
May			
Harvest Moon 64	Natsume	RPG	UK
ISS Millennium	Konami	SPT	UK
Excitebike 64	Nintendo	RAC	US/UK
Mario Party 2	Nintendo	TAB	UK
Zelda Gaiden	Nintendo	RPG	JPN
June			
Perfect Dark	Rare	SHT	US/UK
Duck Dodgers	Infogrames	ACT	US/UK
X-Men	Activision	ACT	US
2000/TBA			
3Sixty	Cryo	RAC	US/UK
1080° Snowboarding 2	Nintendo	RAC	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Big Mountain 2000	South Peak	SPT	US/UK
Blues Brothers 2000	Titus	ACT	UK
Bomberman 64 2	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Conker's Bad Fur Day	Nintendo	ACT	UK/US
Cyber Tiger 2000	EA	SPT	UK
DethKarz	GT	RAC	US
Donald Duck	Ubi Soft	ACT	US/UK
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Dragon Sword	Interactive St	ACT	UK
Eternal Darkness	Nintendo	ACT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Fighters Destiny 2	Infogrames	FGT	US/UK
Flights of the UN	Video Sys.	SHT	JPN
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Harrier 2001	Video System	SIM	UK
Hercules: Legendary Journeys	Titus	ACT	US
Grand Theft Auto 64	Take 2	ACT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Killer Instinct 3	Rare	FGT	US/UK
Kirby 64	Nintendo	ACT	JPN
Magic Flute	Sunsoft	ACT	JPN
Mickey's Speedway USA	Nintendo	RAC	US/UK
Mini Racers	Nintendo	RAC	US/UK
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
NFL Blitz 2000	Midway	SPT	UK
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
O.D.T.	Psygnosis	RPG	UK
Ogre Battle 3	Nintendo	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Paint Studio (64DD)	Nintendo	ETC	JPN
Pokémon Snap	Nintendo	ETC	UK
Polygon Studio (64DD)	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Resident Evil Zero	Capcom	ACT	ALL
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Riqa	Nintendo	ACT	US
San Francisco Rush 2049	Midway	RAC	US/UK
Shadowgate Rising	Kemco	RPG	US
Sim City 64 (64DD)	Nintendo	SIM	JPN
Smurfs 64	Infogrames	ACT	UK
Snowboard Kids 2	Atlus	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	UK
StarCraft	Nintendo	STG	UK
Stunt Racer 3000	Boss	RAC	US/UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario Adventure	Nintendo	RPG	ALL
Talent Studio (64DD)	Nintendo	ETC	JPN
The World is Not Enough	Eurocom/EA	ACT	US/UK
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Toe Jam and Earl	GT	ACT	UK/US
Top Gun	Titus	ACT	UK/US
Turok 3: Shadow of Oblivion	Acclaim	ACT	UK/US
UEFA Soccer	Infogrames	SPT	UK
Ultimate War (64DD)	Seta	STG	JPN
Velocity	Acclaim	RAC	US
Viewpoint 2064	Sammy	ACT	JPN
V-Rally 2	Infogrames	RAC	UK/US
Wild Metal Country	DMA	ACT	UK
Zelda Gaiden	Nintendo	RPG	US/UK
Zool	Imagineer	RPG	JPN
• Dolphin			
Army Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Picassio	Promethean	ACT	ALL
Resident Evil Game*	Capcom	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Super Mario 64 2	Nintendo	ACT	ALL
Thornado	Factor 5	ACT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send



VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Chris Burns from Enniskillen wins a copy of Roadsters!

PLANET 64 INFORMATION station

Top 5 vote n' draw

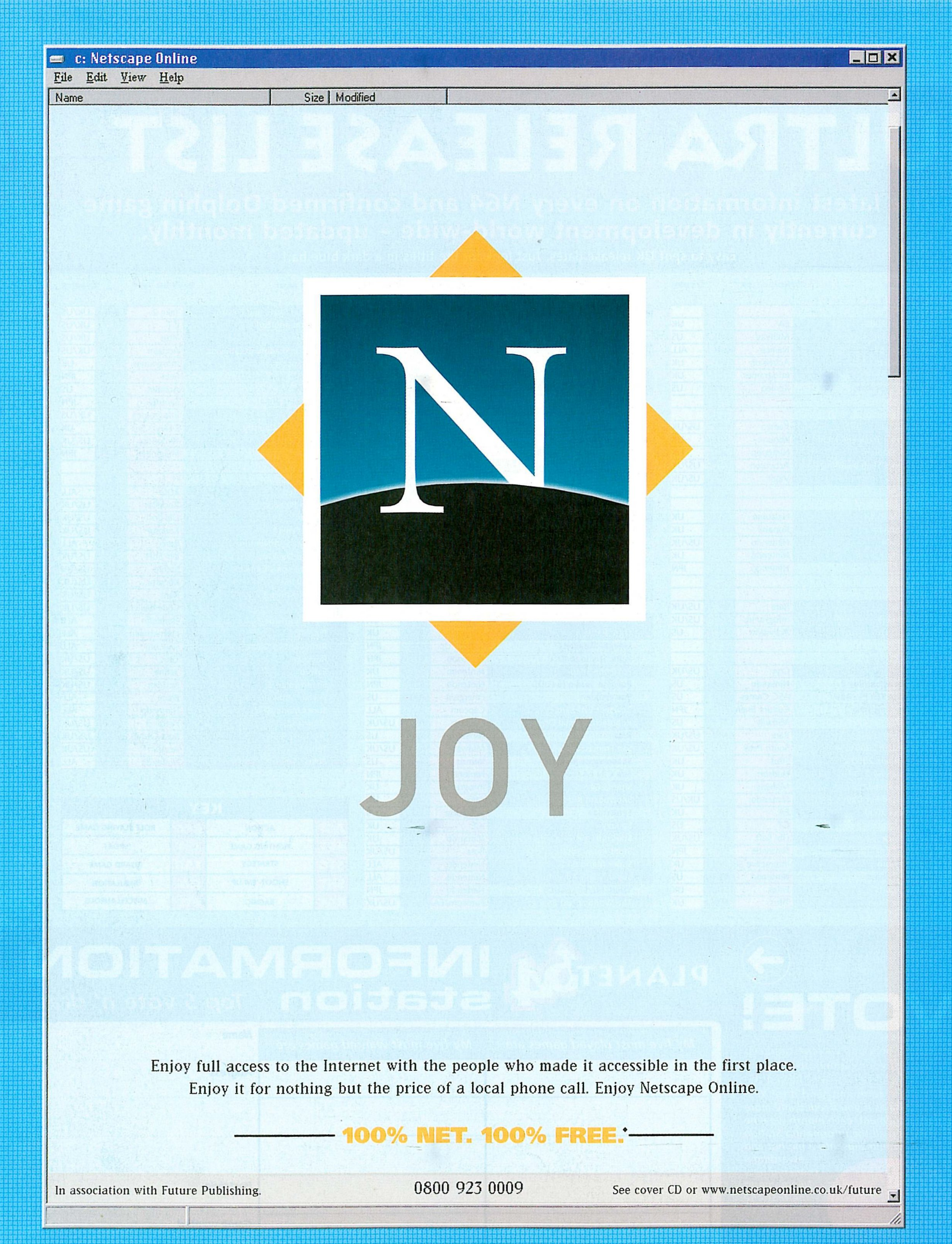
My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

Game wanted ....


c: Netscape Online
File
Edit
View
Help
Name
Size
Modified
N
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Enjoy full access to the Internet with the people who made it accessible in the first place.
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N64 presents
planet
GAME BOY
REVIEWED THIS ISSUE!
BATTLETANX
page 38
Don't let that Queen Lord out of your sight! Tanked-up action.
VEGAS GAMES
page 38
Gamble your life away without any personal financial risk. Yay!
WIN!
GB Powerpack & Wallet
with your GB camera pics
MICRO MACHINES
THE BEST RACER ON THE GAME BOY?
RETRO!
• BC Kid 2
The psychotic caveboy returns!
• Battle City
State of the art in 1980!
ISSUE 15
April 2000

Welcome to Planet Game Boy

After all the *Perfect Dark* delay disappointments, it's nice to get back to a console where games actually make their projected release dates and there are more new games announced each week than we know what to do with.

Except that this month we've seen *Tyrannosaurus Tex* slip back a few weeks, the non-appearance of *International Karate* (although we got a finished copy just as this issue was going to press – review next month) and the long-since finished *Pokémon Pinball*'s UK debut slide from February to June. So, even on our favourite 8-bit handheld, developers refuse to be rushed into churning out half-complete games just to please the marketing men, and Nintendo remain a law unto themselves. Anyway, we're pleased that *Tex* and *International Karate* will be polished to perfection by the time they hit the shops.

Flip to the reviews pages and you'll find a couple of games that could have done with a few more months (or possibly even years) in development. First there's a hugely disappointing version of a classic arcade game, which goes to show that not all retro games can be translated to the small screen. Then there's a hilariously ugly Star Wars spin-off, which must have slipped past the Lucasfilm merchandising QA team. It's actually fairly reasonable to play, but there's a free copy waiting for the first person who can prove that it was actually written in BASIC.

Martin Kitts, Editor

planet GAME BOY

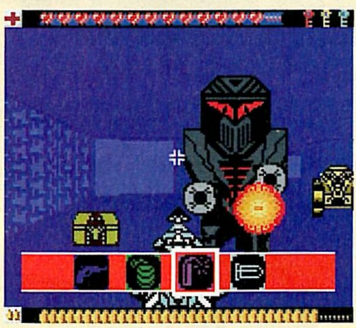
Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.
Issue 15, April 2000
Editor: Martin Kitts
Contributors: Tim Weaver, Wil Overton, Jes Bickham, Andrea Ball, Justin Webb

3D DINO MITE

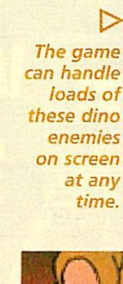
Over the years, the Game Boy has probably been pushed further than any other console technology. Because it's so limited, programmers have had to devise the most ingenious techniques to get impressive results, and *Tyrannosaurus Tex* looks like being one of the most impressive achievements yet.

Tim first bumped into the game at last year's ECTS show when it was just a technical demo in search of an intrepid publisher. Since then, Eidos have snapped it up, a dodgy plot involving dinosaurs and cowboys has been added, and all that early promise has developed into the hottest property on the Game Boy scene. The 3D engine runs at a silky 30 frames per second, even when the screen is filled with enemies, and some clever programming trickery has been used to display over 100 high-colour cartoon stills between levels.

We'll see how well it works next month issue. Until then, check out these screens – *all* of them taken from the Game Boy.



This must be a mechanised boss of some sort. Run for your life.



The game can handle loads of these dino enemies on screen at any time.

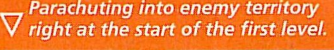




The Game Boy can't do much else while displaying these high colour still images, but they look great.



Snake's grenade practice range. These VR missions are superb.



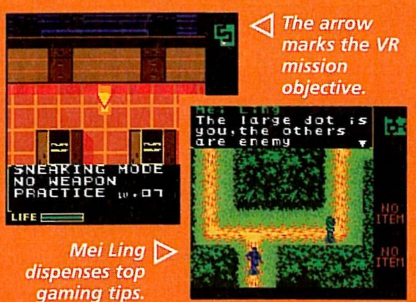
Parachuting into enemy territory right at the start of the first level.





Snake crawls on his belly – just like a real snake! Oh, the irony of it all.

METAL GEAR TINY



The arrow marks the VR mission objective.

Mei Ling dispenses top gaming tips.

Just as we were tidying up this issue's loose ends, Konami popped into the office with a finished copy of *Metal Gear Solid*. The Game Boy version is very similar to *Metal Gear* on the NES, but with the slick polish and extra weapons of the acclaimed PlayStation version.

The huge 32Mbit cart even features a complete set of VR training missions to help you get used to the stealth-based gameplay, and an unusual two-player battle mode. Despite the name, it has a completely different plot and setting to *MGS* on Sony's machine, and there'll still be plenty of new surprises for *MGS* veterans. It isn't released until the end of April, so we'll keep the full review until next month. Looking forward to it already!

Micro Machines 1 & 2 Turbo Tournament

From: THQ **Price:** £25 **Save:** No **Link-up:** No **Colour:** Only **Out:** Now

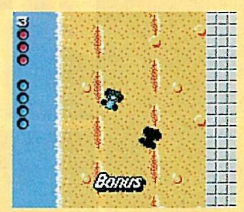
Hop into a vehicle the size of a thimble and race around full-size environments. It's an idea which has kept us happy for years, on every machine from the NES to the N64. There have been black and white versions for the old Game Boys in the past, but such a colourful concept as *Micro Machines* requires a decent colour screen to do it justice.

This Game Boy Color version is, we're happy to say, brilliant. It features the first two games in the series, squeezed onto a single cart, giving a total of around 60 tracks and 15 little vehicles. It's probably the biggest handheld racing game ever, and it's almost certainly the best too.

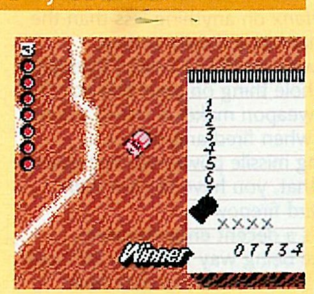
The handling is absolutely spot-on, with each type of vehicle requiring a subtly different driving approach. After flying the super-skiddy helicopters around the garden in one race, you might have to adjust to controlling 4WD trucks in the next one and speedy F1 cars in the next. It certainly keeps you on your toes.

The best thing about any *Micro Machines* game is always the multiplayer mode. The N64 version caters for up to eight players, via some unlikely joypad-sharing, and you can do the same thing on the Game Boy with just two players – one player uses the D-pad to steer, the other uses the buttons, and acceleration is automatic. It's a neat way of getting fast multiplayer action with just a single Game Boy and a single copy of the game. It would have been perfect if they had managed to include a four-player link-up mode too, but for now this is as good as handheld racing gets.

4

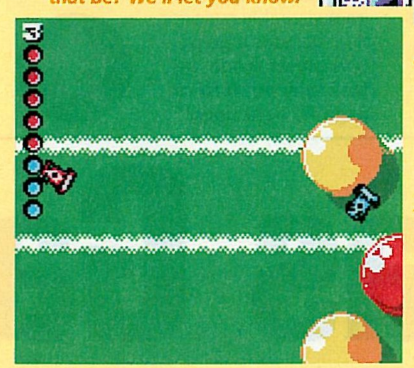


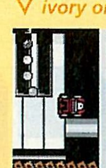
Forcing the other car off the edge of the screen wins a point.



Whose phone number might that be? We'll let you know.

Boat races are great, particularly when they take place in a large, soapy bath.

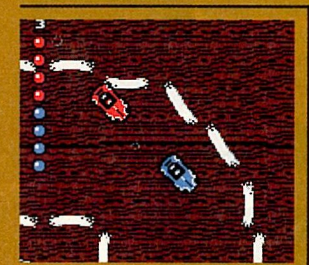

This pic is from the first game. MM2 looks more detailed.




They'll ruin the ivory on that piano.

TOP GEAR

A typical racing championship will require the biking talents of Carl Fogarty, the fearless driving speed of Michael Schumacher, and the boating skills of... erm... some famous boat person.



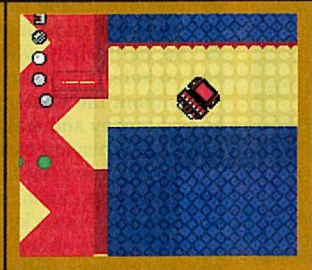
SPORTS CARS
The sports car is the first vehicle you get in Micro Machines. The initial workbench tracks prove a demanding test of your driving skills, thanks to hairpin bends and narrow ledges.



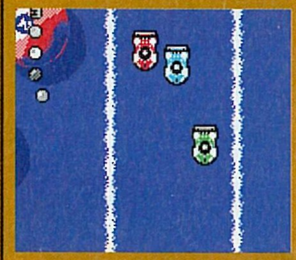
DIRT BIKES
These dinky three-wheelers are perfectly at home in the muddier parts of the garden. They can cope with fairly deep puddles, although not too deep because, unfortunately, they don't float.



BOATS
By far the most difficult to control, the boats have next to no grip on fast corners and it can be hard to tell which bits of the course they can float over, and which bits they'll crash into.



TRUCKS
These come in two flavours – the dump truck and the tow truck. Both are heavy and both offer excellent grip, but the tow truck just wins out thanks to its superior top speed.



RACING CARS
The natural habitat of the high-performance racing vehicle is the pool table, where playing cards and 8-balls form confusing obstacles, and corner pockets swallow careless drivers.

Battletanx

From: 3DO **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

The entertaining post-apocalyptic tank romp comes to the Game Boy, shorn of its multiplayer options but still with a full quota of Queen Lords on board.

Despite bearing no resemblance to the N64 version, this isn't a bad little blaster. There are five American cities, each with three separate missions. You can play them in order, with the story mode, or as one-offs in the battle mode, but they all amount to much the same thing. You drive around the maze-like streets in one of three types of tank, looking for things to destroy or coins to collect. It's basic stuff, but the ability to blow up buildings and roll over parked cars and traffic signals makes it enjoyable nonetheless.

The weapons aren't as devastating as they are in the N64 version, which is just as well considering how easy the game is. We wouldn't recommend attempting *Battletanx* on anything less than the very hardest difficulty setting, otherwise you'll just breeze through the whole thing on your first go. The nuke weapon makes a nice crackling noise when fired and there's a homing missile power-up, but apart from that, you have to stick with standard firepower.

It's a decent enough game, despite being way too easy, although if you're after real top class tank action, seek out the rare 1991 Namco title *Battle City*, which is immeasurably superior and includes a good two-player mode. In fact, why not turn to page 40 right now?

3

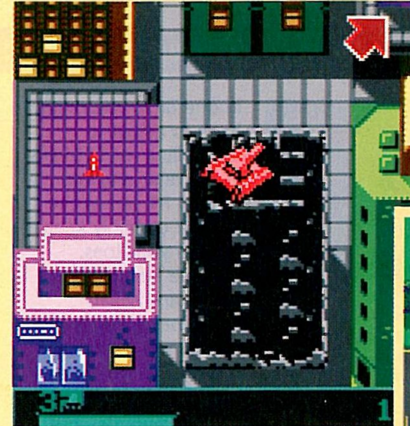


The standard tank is probably the best one. Nine out of ten tank drivers prefer it.



You can't squeeze through gaps.

Rolling over parked cars is pretty good fun. Crush them all.



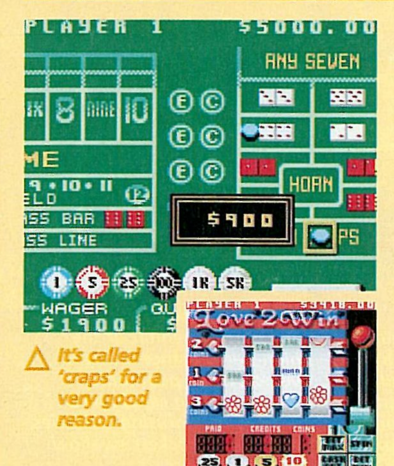
Destroy buildings to get to those weapon stashes.



Kneel before the power of the nuke weapon.

Vegas Games

From: 3DO **Price:** £20 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now



It's called 'craps' for a very good reason.

Films like Casino showed how much fun gambling can really be, particularly when Joe Pesci and an industrial vice are involved. But without the excitement provided by real money and real psychopaths, why bother playing casino games?

Vegas Games has baccarat, blackjack, craps, keno, money wheel, slots, roulette, video keno and video poker. If you've always wanted to play any of those without risking any of your own cash then this is the cart for you. The presentation is very slick, with a scrolling photo of a casino forming the main game selection screen. You just slide over to the game you want to play, lay down a few chips and watch your initial $5000 wedge dwindle away until you don't have enough left for the taxi ride home.

In real life, that might be an opportune moment to seek out the nearest cliff or suspension bridge. But since this is just a computer game, you can always start again with a fresh wad. No matter how many times you try, there's a certain lack of skill involved in all of the games and luck plays the biggest part in bringing success. Keno is just like bingo; the money wheel, roulette and slot machines are totally random. We won $8000 on craps, without having a clue about the rules, followed it up with a $4000 haul on baccarat, and sensibly banked the profits in the casino's virtual ATM. Then we forgot our password and lost the whole lot.

3

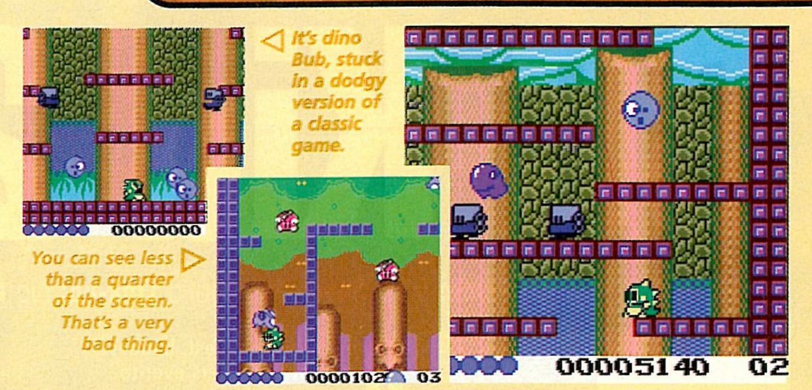


Keno is a very unlikely Game Boy pastime.



We won about six long 'uns with this hand in video poker.

Bubble Bobble



It's dino Bub, stuck in a dodgy version of a classic game.

You can see less than a quarter of the screen. That's a very bad thing.

We didn't need those colourful backgrounds. They make the game a lot more confusing to play.

From: Taito **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Baron Von Blubba makes an appearance. Don't lose sight of him.

Between all of us in the office, we've probably chucked more than enough ten pences into seaside *Bubble Bobble* machines to have bought a complete arcade system of our own. So, when we heard about the prospect of a colour version on the handheld home of retrogaming we were, naturally, very, very excited.

But some games just don't fit on the Game Boy's tiny screen, and instead of scaling down the graphics, the developers have kept everything at normal size, forcing the screen to scroll to keep up with you. This has a ruinous effect on the gameplay, because it's absolutely essential that you see everything that's going on. With this system you can't even tell if there are any enemy bullies left on the screen, let alone whether Baron Von Blubba, the ghostly whale who stalks tardy players, is after you. There's no avoiding a bully once you see him coming towards you, because by the time he gets on the screen it's already too late.

Every drop off a platform turns into a leap of faith because there's no way of knowing what lurks below. The general confusion isn't helped at all by the horrible, garish backgrounds, and the way some of the basic rules of the game (such as the way bubbles burst and the way the screens wrap around from bottom to top) have been perverted. Even the all-important two-player mode has been removed.

Bubble Bobble was a genuine classic in the arcades, but on the Game Boy it's a bit of a shambles.



Yoda Stories

From: THQ **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

***Yoda Stories* was a popular desktop accessory on the PC – one of those games that take up very little memory and can be kept running in the background unobtrusively for brief bursts of stress relief in between intensive word processor sessions.**

The aim is to guide young Luke Skywalker, prospective Jedi knight, through his intensive training with Yoda, hairy green midget. Yoda sets a challenge to find a specific item, and you must explore 15 levels in order to find whatever it is that you're supposed to be looking for. By talking to the right people, solving a few puzzles and fighting some wandering monsters, you'll eventually find the right items to move on to the next in a series of 15 levels.

The gameplay is sound, if a little unchallenging, but the graphics go a long way towards ruining the whole thing. The screen scrolls in chunks, and Luke staggers around like a tramp after a particularly heavy afternoon on the meths. He bounces off walls and slides around corners, making a mockery of his supposed otherworldly powers. The Force is definitely not strong in this one, although this *is* set before the lad was fully qualified to wield a lightsabre.

As long as you don't mind putting up with something that looks like it was written as part of a GCSE computer science project, *Yoda Stories* is, at times, a Jedi good laugh.

2

Luke arrives in his Skoda-style X-Wing fighter.



That's either a wheelie bin or a very bad drawing of R2D2.

Young Skywalker lops the head off a Jawa. And good riddance too.

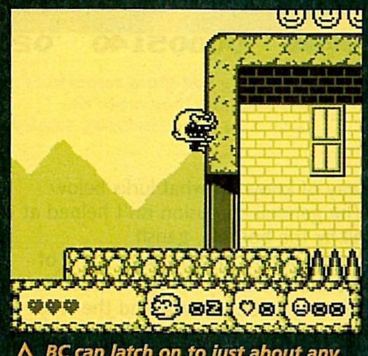
The only real animation in the game is the lightsabre blur.



BC Kid 2



From: Hudson **Price:** £15 **Save:** Password **Link-up:** No **Colour:** No



BC can latch on to just about any surface with his powerful gob.



After eating meat, BC cycles through three different cossies.

One of the maddest, baddest, coolest characters ever to grace a Nintendo machine. Whether you know him as BC Kid, PC Kid or his awful sometime moniker Bonk, the psychotic caveman-child is about as deranged as a platform hero can be.

Dating back to the days when Hudson were actually any good, he was one of the best reasons to import NEC's beautiful PC Engine console. Luckily, the translation to the Game Boy was a resounding success, and BC's bizarre world looked very impressive in black and white. Like Mario, BC can transform into various different versions of himself for special occasions, but unlike Mario, BC's transformations are random. If you eat a piece of meat, BC cycles between a pointy-eared Spock (good for jumping extra far), a burglar (a dab hand at opening locked doors) and a totally psychotic alien beast.

Just one look at the deformed beast is enough to send most baddies running for cover, but all of BC's incarnations share the same disturbing propensity for 'dental propulsion'. BC climbs walls, sticks to ceilings and crawls along using his teeth. The plucky lad doesn't need his arms or legs for anything really, since he's capable of moving about, jumping, killing and eating by power of mouth alone. *BC Kid 2* is arguably the pick of the BC games. When Hudson finally disembowel *Bomberman*'s reputation with their next crappy 3D update, perhaps they might consider a colour *BC Kid DX* compendium.

5

The shifty looking burglar-BC picks a lock with ease.

Psycho BC prepares to take a lethal nosedive...

...and heads straight for the ground.

The little lad is attached to the floor by suction power.

Battle City

From: Namco **Price:** £15 **Save:** No **Link-up:** Yes **Colour:** No

Sometimes the simplest concepts are the best. Take the mazes from *Pac Man*, add vehicles and scrolling from *Armoured Car*, and throw in a few tanks for good measure. Back in 1980, that formula gave Namco a taste of modest arcade success with the enjoyable *Battle City*, a favourite in all the best chlorine-stinking leisure centres of the time.

A decade later, the Game Boy played host to an impressive, miniaturised conversion. The aim of the game is to protect your home base from an onslaught of enemy tanks. The first vehicles you encounter are small enough to be destroyed with a single shot, but they're soon joined by hulking great things that prove much more difficult to destroy. They attack your base from all sides, so the only way to stop them is by intercepting them at junctions in the maze.

You can also shoot through the walls to create shortcuts to get to bonuses and power-ups. It's such a simple game. There are no tricky controls to worry about, just plenty of old-fashioned tension. Perhaps it's a bit *too* basic at times, and the gameplay never changes from level to level, but that never stopped *Tetris* from becoming a train journey favourite. If you see a copy lurking in a bargain bin somewhere, it's well worth picking up.

4



Looks very basic, plays a real treat.

Looks like we just capped an enemy tank there.

Antz





LEVEL PASSWORDS
Skip and dance your way through this merry little insectoid adventure with the help of this cheerful selection of level codes.

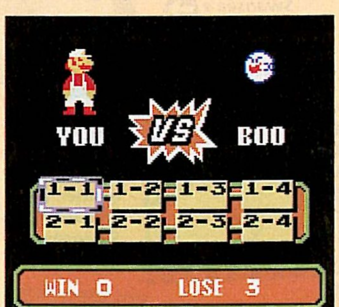
Level 2: BCCB
Level 3: DQGH
Level 4: HGGF
Level 5: NBFG
Level 6: KGBF
Level 7: QGJJ
Level 8: GQHG
Level 9: FLDP
Level 10: KGQQ
Level 11: DLGQ
Level 12: CBHG
Level 13: JBJG
Level 14: PLDP
Level 15: LFGB
Level 16: DQLD
Level 17: CLPG
Level 18: DLHD
Level 19: LFQS

Mario Deluxe

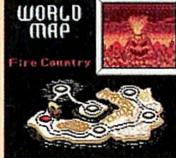
RACE BLACK BOO
In the You vs Boo mode (activated by scoring 100,000 points in one game), you can get an extra tough character to race against. Beat the normal ghost and make sure you hit the flag at the end. You have to hit it perfectly, otherwise nothing will happen. If you get it right, you'll be able to test your skills against the evil Black Boo.



CHANGE STARTING SIZE
Press select before starting a two-player or You vs Boo race to cycle between Mario's normal, super or fire modes. You'll begin the race with whichever Mazza power you decide to chose.



Speedy Gonzales



LEVEL PASSWORDS
Want passwords for this cartoon platformer? Then look no further.

Level 2: 6483
Level 3: 2397
Level 4: 9853
Level 5: 5629
Level 6: 5141





Street Fighter Alpha



DANCING SAGAT
Here's a weird 'n' quirky trick for you to try out. You'll have to be good enough to beat the whole game if you want it to work, but that's not a problem, right?

1. Choose Charlie as your character.
2. Start the game and let your first opponent beat you.
3. Continue, but this time beat the opponent.
4. Move on to the next round and lose again.
5. Carry on in this fashion, losing, continuing and winning, until you get all the way to Bison.
6. After losing to Bison, continue as Adon.





HIGH SCORES

Blimey! We thought Gigi Tsui's Blue table score would remain unchallenged for a while, but we reckoned without Yuen Tsang's herculean effort. Well played.

POKÉMON PINBALL
Red
5,125,049,850 Zamir Bandali
4,024,315,350 Yuen Tsang
3,039,585,350 Den Frankham
3,022,849,050 Gigi Tsui
2,832,876,150 Mark Kelly
Blue
10,284,984,100 Yuen Tsang
9,253,484,900 Den Frankham
5,062,785,000 Gigi Tsui
3,178,918,300 Toon Van Gaeyevelt
2,664,448,200 Mark Kelly

MARIO DELUXE
Challenge
1,303,650 James Holt, Halifax
1,281,100 Ian Shaw, email
1,277,450 David Teixeira, NZ
Super Player
456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking
321,550 James Holt, Halifax

TETRIS DX
40 Lines (level 0)
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford
Ultra (level 0)
22,796 Alan McMonegal, Glasgow
22,059 Nils Skuncke, Norway
21,488 Richard Ford, London
Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury
Marathon (level 9)
6,395,775 Alan McMonegal, Glasgow
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London

GAME & WATCH GALLERY
Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand
Parachute
3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland
Chef
1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Send your scores to:
Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW
Email us at n64@futurenet.co.uk

Game Boy Gallery

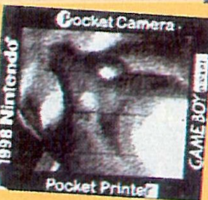
WINNER!

It's the Gallery's first ever superhero – Fibre Optic Lamp Man! His powers include glowing and changing colour, and he comes all the way from David Gray in Hornchurch.

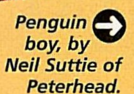




Pikachu, captured in a moment of extreme electrification by Dave Fryer of Seaton.



By Jack Bircher of Ashtead. Artistic stuff, hmm?





Penguin boy, by Neil Suttie of Peterhead.

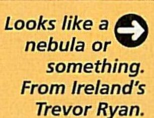
Swansea's Chris Williams shows off his special friend.



Lewis Newman from London created this simple but effective pic.

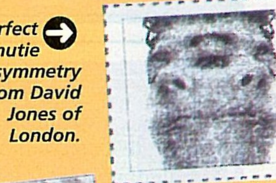


We liked this one so much it was almost the winner. From Richard Randall of Swansea.





Looks like a nebula or something. From Ireland's Trevor Ryan.





Perfect mutie symmetry from David Jones of London.



Sickening stuff. Samir Sbaiti of Manchester was responsible for giving us nightmares.

Stockport's own Adam Hattersley sent in this heartfelt plea for salvation. Sorry, mate. Can't help you.

Another classy offering from Ruben Larsen of Norway. Like it!

Just what Jason Frost's convict ancestors must have thought as they sailed away to Oz.



A bad hair day from Perry and Ben Turner of London. Johnny Rotten would be proud.



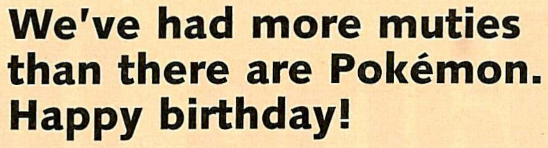
Flip the page... it's magic! The two-faced man, created by Ryan O'Connor.



Liam Sher of Livingston and his lizard.

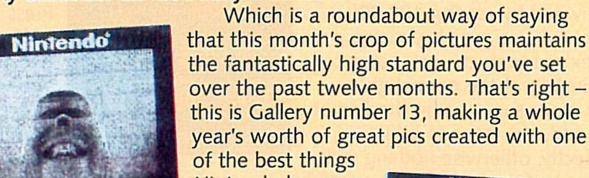


This alien comes courtesy of (we think) Chris and Nino Hes. Well spotted, folks.

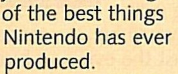


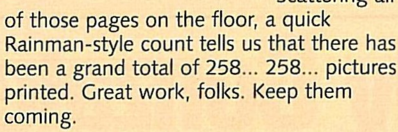
We've had more muties than there are Pokémon. Happy birthday!

The bulging Gallery postbag has been filled to bursting point this month, as a new wave of fresh mutie sightings arrived from all four corners of the globe. What you're looking at here is the cream of Planet Earth's Game Boy Camera artistry, the freaky chocolate on life's salty Hobnob of weirdness.



Which is a roundabout way of saying that this month's crop of pictures maintains the fantastically high standard you've set over the past twelve months. That's right – this is Gallery number 13, making a whole year's worth of great pics created with one of the best things Nintendo has ever produced.





Scattering all of those pages on the floor, a quick Rainman-style count tells us that there has been a grand total of 258... 258... pictures printed. Great work, folks. Keep them coming.

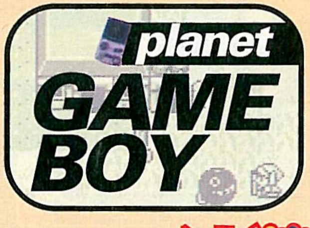
Send us your freaks

Point your GB Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite will receive a Gamester Game Boy Powerpack and Wallet to save on those battery costs and protect your machine from scratches. Don't forget to tell us what kind of GB you own so that Gamester will know what what kind of gear to send you.

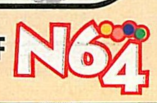
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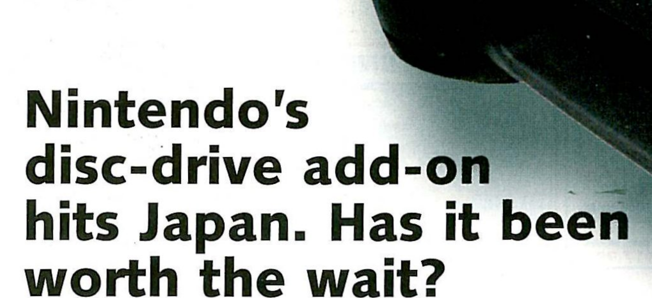
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DISC O' TECH

BUY BUY BABY
If you're thinking of importing a 64DD – although we don't actually think it's worth it – be prepared to spend around £500. Originally, the DD was going to be sold through a subscription-only deal, but Nintendo *have* allowed a small number of the hardware packages (like the one we have in the office) to be sold in the shops. Be prepared to hunt around for an importer that's bringing them in to the country, though – we got our 64DD from Another World (01782 279294) and they were very helpful, so try giving them a call. Also, remember that everything's in Japanese – you'll muddle through eventually, like we have, but it severely hampers your fun.





Nintendo's disc-drive add-on hits Japan. Has it been worth the wait?

We first featured the 64DD in issue one of N64 Magazine – about three years ago. Back then, it looked as if this disc-drive expansion for the N64 would definitely hit British shores, apparently at some point in 1998. It's now the year 2000, and the DD definitely isn't – ever – going to get a PAL, or even an American, release.

However, it's just been launched in Japan, after years of delay and speculation, and we've got one in the office, just to see, finally, what all the fuss is about. Is the DD the revolutionary piece of kit that we'd always hoped it would be? Or is it merely an entertaining novelty, whose online capabilities are a dry-run for Dolphin's network abilities? Read on and find out...



What's in the Box?



WRITE STUFF
Much has been made, in the past, of the DD's re-writable capabilities, but we've yet to see anything of them. The 64MB disc has roughly enough room on it for a game twice the size of *Zelda*, but that's still only a fraction of the size of a regular CD and nothing compared to what a DVD disc can hold. In fact, the only evidence we have of this re-writable facility is the possibility of new environments and episodes of *Doshin* being released over Randnet, thus altering the existing game. It's still only a possibility, mind.

DD Unit
Looking *exactly* the same as it did three years ago, the 64DD is a pleasingly chunky piece of kit, well-made and as seemingly indestructible as everything else Nintendo create. Two screws – turned from the base of the unit – enable you to lock an N64 (NTSC, naturally) on top, and the whole caboodle runs from the N64's power source. There's also a pleasant rubber casing around the disc slot, and when loading, the drive itself makes quite a considerable amount of noise.

Modem Cart
Essential for logging on to Randnet, Nintendo's Japan-only online server. Eventually, the Japanese will be able to play games over Randnet, but for now, it simply offers five email addresses and limited Internet access.

Modem Cable
This connects into the back of the modem cart. The other end, of course, goes into the phone socket. (Note: It is possible to log on to Randnet, but you'll need to be able to read Japanese, and, of course, the call charges will be horrendous.)

Doshin The Giant/Randnet Disc
It's very odd, seeing a Nintendo game come simultaneously on disc *and* in a proper plastic case, but here we are. This disc contains *Doshin the Giant* and the info necessary to log on to Randnet.

Mario Artist: Paint Studio
A next-generation update of the SNES *Mario Paint* cart. Comes with a robust and well-made Nintendo Mouse which is essential for using the arty package.

Expansion pak
Required to run *anything* with the 64DD, the 4MB of memory that the expansion pak provides is essential. Of course, those who own *Donkey Kong 64* will now have yet *another* expansion pak collecting dust.









DOSHIN THE GIANT

Of all the 64DD games that have been publicised, (aside from the *F-Zero X Expansion Kit*, of course) it was this that always looked the most promising. Ostensibly a 'God game', you control a mysterious giant that wakes up on an inhabited island. The game can progress in two ways – by helping the villagers, thus increasing your 'love count' which is signified by hearts, or by being evil which is signified by skulls. The more love you receive, the bigger the giant grows, and the more powerful you become. Confused? Here's how it all works...



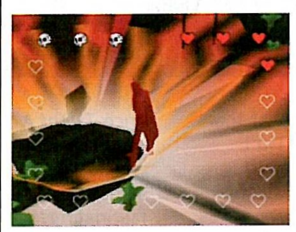
Controls are simple – A lifts an object (or pulls up land), B jumps (to flatten land) and L allows you to take a photo. Bringing villagers objects – such as trees – often garners good results. Just watch those hearts fly!



Picking up objects (using A) is very important. There are all sorts of relics on the island just waiting to be discovered, and sometimes the inhabitants' buildings need to be picked up and moved around.



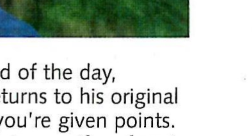
Similarly, occasionally the landscape needs re-arranging. You can 'pull' the land, raising it and providing protection for the villagers, or you can stomp on it, flattening hilly areas and causing floods.



Occasionally, to achieve certain things, it seems to be necessary to switch to 'Evil Doshin' (by tapping R). As Doshin's evil alter-ego you can demolish objects and land with an almighty handclap.



At the end of the day, Doshin returns to his original size and you're given points. The game is very 'free-form', you *can* just opt to be evil and destroy everything, but it seems that a mixture of good *and* evil is better.







MARIO ARTIST: PAINT STUDIO

The second piece of software bundled with the 64DD is the first part of an artistic trilogy which also includes *Polygon Studio* and *Talent Maker* – these two discs will be released separately later in the year. *Paint Studio* is pretty basic and, until *Polygon Studio* and *Talent Maker* arrive – when you'll be able to paste your face onto 3D characters and then animate them – it's little more than a novelty. There's still plenty to fool around with, though, and these are our favourites...



GAME BOY CAMERA

Yes, it's true. You'll need a *Japanese* Game Boy camera and transfer pak but hook them up and you can snap your own face and save it within *Paint Studio*. Unfortunately, we haven't found a way to realistically 'colourise' the black-and-white camera shots, but there are loads of other options to tinker with...




Disfigurement!

Using the simple drawing tools – plenty of different colours, plus pens and brushes of varying thickness – it's possible to simply draw onto your Game Boy camera pic, as well as shade and highlight. Hence this rather, um, 'creative' picture of Jes, courtesy of Mr M. Kitts.




Extra Furnishings!

Choosing the relevant menu opens up hundreds of different 'decals' that can be pasted on to your picture. These include hairstyles and a wealth of different eyes, mouths and ears which can be stretched and shrunk to the desired size. Our favourite, of course, is a nice seventies afro.




Extras

There's loads here, from simple pictures to colour in, to full-colour renders of all the main Nintendo characters including Pokémon and all the *Diddy Kong Racing* cast. There's also an unimaginable wealth of scenery and objects to litter your creations with.

3D VIDEO

Does anyone remember a game we featured back in issue one called *Creator*? It was being developed by British developers Software Creations, and was basically an advanced art package, that allowed you to customise 3D models and animate them. It appears here as part of *Paint Studio*. You choose one of three different 3D animated scenes and then you can jump to different camera angles, and toy with colour schemes, patterns and textures.



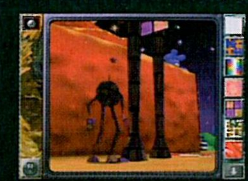

Dolphin

How very apt, eh? This short animated scene shows, yes, a dolphin swimming through an aquatic wonderland. We had an inordinate amount of fun scrawling rude slogans on the watery mammal's flanks.




Dinosaur

A bit like Jurassic Park, but not as scary, this features several reptilian beasts, including this Brachiosaur (which featured heavily in shots of '*Creator*') and a Pteranodon. If you're lucky, you also get to see a glimpse of a Tyrannosaurus Rex.




Alien Robot

This 'comic' diorama, which looks like an out-take from *Tonic Trouble*, features a spindly robot and his transforming spaceship. As with the other scenes, you can completely alter the look of the sequence via the menus at the side of the screen.

The 64DD is... interesting. At the time of writing Randnet isn't finished, so we can't pass judgement on the hardware's online capabilities. As far as software goes, there's not going to be a great deal available for the DD and the two titles that *do* come with it provoke mixed reactions.

Doshin the Giant is intriguing and sometimes fun, but it's slow, takes an age to load and looks horribly primitive with muddy graphics and some shocking pop-up. Although not technically a game, *Paint Studio* is currently a mere novelty, although once *Talent Maker* and *Polygon Studio* arrive, it should be fantastic.

So, this isn't the revolution we'd all hoped for. The 64DD is a fascinating, if limited, look at what might have been but, unfortunately, it's several years out of date, offers very little to the European gamer, and looks destined to be nothing more than an intriguing curio for completist retrogamers in years to come.

A shame, then, but at least we all know now that we're not really missing out on anything.



COMING UP
FUTURE DD RELEASES

F-ZERO X EXPANSION KIT
NINTENDO • APRIL

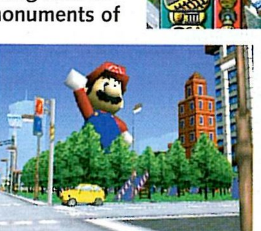
If there's one thing worth buying a 64DD for, it's this. Requiring the original *F-Zero* cart, the Expansion Kit adds more championships to the main game but also includes a complete track editor, so you can concoct your own rollercoaster-style courses. It even enables you to create your own vehicles.



Look! You can create your own track! This will be brilliant, we just know it.

SIM CITY 64 NINTENDO • LATE SUMMER

This excellent conversion of the PC favourite now allows you to zoom right in and explore your city at street level. Being able to create huge monuments of Mario is a nice touch, too.



Plonk a huge statue of Mario in Central Park. Nice.



You can zoom in on the smallest detail, or even a single person.

ULTIMATE WAR SETA • SUMMER

A dazzling real-time strategy game. We don't know how it works but it looks wonderful and, apparently, it's about ten times as much fun as *Command & Conquer*.



Unfortunately, it'll be hard to understand as it's all in Japanese. Looks ace, mind.

SETA GOLF SETA • JUNE



Well, it's a golf game, but a very fine looking one. Although it'll be hard-pressed to beat *Mario Golf*, *Seta Golf* looks set to knock the likes of *CyberTiger* into a cocked hat.

Whether Seta Golf can beat Mario Golf remains to be seen. Looks great, though.

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RIDGE RACER 64

Feeling a need for speed? The fastest racer in town roars onto the N64, and it's an absolute beaut.

GO TO PAGE 50

Battlezone
You've got Crave to 'tank' for this futuristic shoot-'em-up.
GO TO PAGE 58

Battletanx Global Assault
You've got 3DO to 'tank' for this... oh, we've done that.
GO TO PAGE 62



Disney's Tarzan
Brought up by apes, programmed by chimps.
GO TO PAGE 64



CyberTiger Woods Golf
EA stick their tongue in their cheek for this golf sim.
GO TO PAGE 66



Supercross 2000
Ride with the guy they're all calling "Jeremy McGrath".
GO TO PAGE 68



Vigilante 8 Second Offence
Activision's explosion-filled racer gets a second outing.
GO TO PAGE 70

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

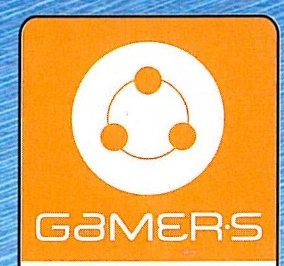
ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...



THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.



GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS... The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ Amazing levels.

– Appalling music.

If you like this...



Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS

8 SOUNDS

8 MASTERY



7 LIFESPAN

VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.



85% and above – *Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.*

84% – 70% – *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% – *Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% – *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% – *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

After taking *Ridge Racer* for a spin, we couldn't resist embarking on a real-life, high-speed driving spree. Call Police, Camera, Action, because Team **64** is taking to the road...



TIM WEAVER
Not used to the road, the speed proved too much for Tim. This was the expression on his face when they buried him.
GAME OF THE MONTH Ridge Racer 64



WIL OVERTON
Wil isn't going anywhere fast – the weight of his extravagant hair has taken him over the car's maximum load.
GAME OF THE MONTH Ridge Racer 64



ANDREA BALL
"Waheyyy!"
GAME OF THE MONTH Disney's Tarzan



JUSTIN WEBB
Jud isn't driving – this is the face he adopts when the Internet crashes, preventing his daily Auto Trader web search.
GAME OF THE MONTH Supercross 2000



JES BICKHAM
Racing at speed put Jes' face totally out of joint. He was last seen befriending fairies and wearing tights.
GAME OF THE MONTH Battlezone



MARTIN KITTS
Just as the photograph was taken, Kittsy ducked behind the wheel. Something to do with blood on his lips.
GAME OF THE MONTH CyberTiger



MARK GREEN
With S-Club 7 and N-Sync in heavy rotation on the car stereo, Mark spent the whole race grinning like a great big idiot.
GAME OF THE MONTH Ridge Racer 64



DARK MARK
Dark Mark's horrifically deformed left hand made holding the wheel a real misery for the poor fella.
GAME OF THE MONTH Vigilante 8



PIKA
Ka-chu! Pika, pika, pikachu! Pikaaaaachu. Pika! Kachu-pika-chu. Pika...chu. Pikachu? Pi! Ka! Chuuuu!
GAME OF THE MONTH "Pika-pika-chu!"

PREVIOUSLY IN N64 N64/38 is the place to look for an info-soaked Future Look at *Ridge Racer 64*.





The Ridge Racer Extreme track – only available to expert drivers.

You'll need to pump up the contrast on your TV to make out night-time turns.



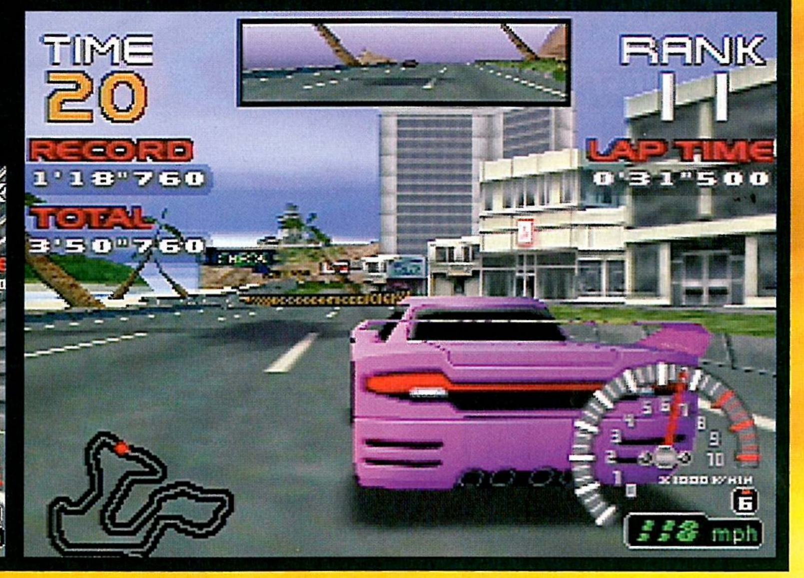
Collide with another car and watch with tears in your eyes as it rockets away.



This twisty section of track provides a thrilling finish to the Revolution track.

It should be possible to nip past on the left – especially at 153 miles per hour.

It's easy to get distracted by the Galaxian display and veer into the trackside.



RIDGE RAC





INFO BURST

RIDGE RACER 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

USA	UK	Japan
Now	Now	April

COST: £40

The N64 certainly isn't short of decent racing games nowadays. But that didn't stop us jiggling around the office with excitement when we heard that *Ridge Racer* was finally set to land on a Nintendo format, after four years of bringing wide smiles to the faces of PlayStation owners.

It didn't take long for our feelings to take the downhill slide from enthusiasm to scepticism, though. Namco handed development over to NSTC, Nintendo's recently-initiated USA programming team, who had experience of coding precisely zero games. And, as shots began to trickle into our hands, it seemed that *Ridge Racer 64* would be based solely around the *very first Ridge Racer* – a seven-year-old title that's since been trumped on all counts by three sequels.

So, we weren't *all* that confident – especially as the semi-developed version of *Ridge Racer 64* that we played at last year's ECTS show seemed clumsy, unwieldy and, at points, almost unplayable. But now the time has finally come to find out if all our fears were justified. Eight pages of intense *RR64* scrutiny follow…

COURSES OF ACTION

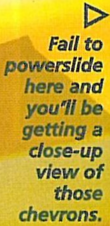
Although there are just three distinct environments within *Ridge Racer 64*, the five championship cups require you to race through each world anything up to four times. With each trip, though, quickly erected barriers will nudge you onto previously unseen sealed-off routes, which usually contain a greater number of horrific turns and gut-wrenching jumps. Worse, some versions of the courses are bathed in dusk or darkness – they're a tricky prospect, bearing in mind the cars' headlights are next to useless.



The horrific right-hand turn in this tight tunnel led us to smash several joypads to pieces.



Night-time courses are dark enough to make even the pre-race map difficult to figure out.



The hidden Ridge Extreme track – mighty purdy, but a tough nut to crack.



Fail to powerslide here and you'll be getting a close-up view of those chevrons.



ER 64

Namco's terrifyingly quick racer finally makes tracks for the N64.

FUZZY LOGIC

Proof that NSTC have snatched elements from *all* the arcade and PlayStation *Ridge Racer* games – not just the first – comes with the vehicles' headlamps and brake indicators. As the white and red lights meander across your vision, they leave a mesmerising glow behind them – an impressive effect that first showed its pretty face in last year's *Ridge Racer Type 4*.





GO! GO!



HOW TO... win your first cup

Win just three races and you can hold aloft the first *Ridge Racer* trophy. Don't go getting any ideas about it being easy, though…

RIDGE RACER NOVICE

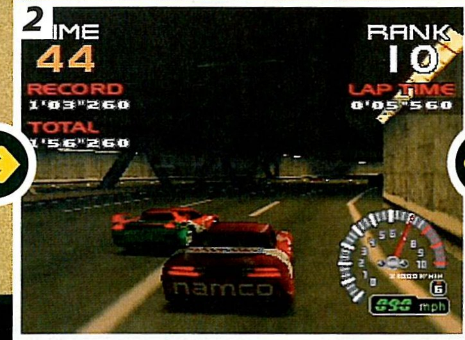
The classic sun-kissed cityscape from the first *Ridge Racer* game offers high speeds and sharp turns – a perfect introduction to the game.

1 A good start is imperative. Tap the accelerator to rev your engine up to the 6 or 7 mark, then squeeze the pedal as the announcer shouts "Go!".

2 A gentle turn as you exit the sliproad, then into the tunnel, roaring past competitors on the inside. Avoid bashing those tempting signs.

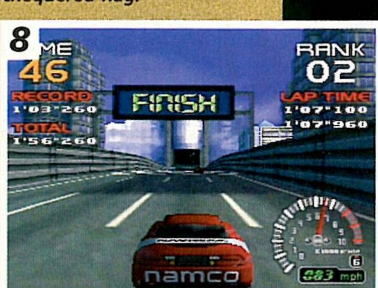
3 The corner leading back out is very tight, but a powerslide shouldn't be necessary. Following that, stick to the left of the road ready for the turn onto the bridge.







8 Pick up speed along the straight, then use a powerslide to ease round the corner. Stick to the inside to soar through the chequered flag.





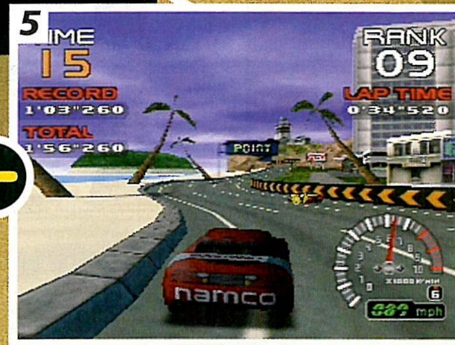
4 A fairly severe right turn over the brow of the hill, but the corner following it is your first compulsory powerslide.











7 Tunnel number two is shorter than the first, and the outside lane is a better place to overtake. Then it's out onto the last leg of the track.

6 …this nasty turn. Powerslide into it, then centre ready for the next turn. The next couple of hundred metres feature a couple of easy – but bumpy – turns.

5 Alongside the beach, take a long, straight, diagonal line to cut across the s-shaped corner, placing you in the perfect position for…

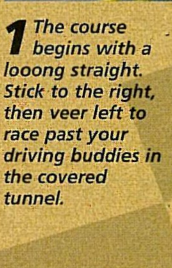
RENEGADE NOVICE

Designed by NSTC exclusively for *Ridge Racer 64*, this mountainous, twisty desert track is the ugliest of the lot, but also the trickiest.

1 The roads are perilously narrow, so hugging the trackside is the only way to overtake. There's a gentle right turn just after the brow of the hill.



2 The first left turn is long and relatively gentle – keep the stick off-centre to ease around it, then powerslide to take the sharp right at the end.





3 It's mainly easy curves in the lead-up to the tunnel, and the same as you emerge from it.



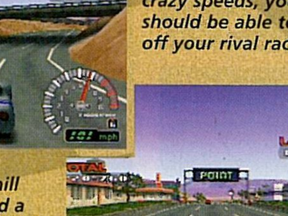
4 Get ready to push the stick left as you see the rocky outcrops overhead, as the corner here becomes steadily more severe.

5 Head over the bridge and underneath the aeroplane for checkpoint 1, and use the right-hand side of the track for overtaking purposes.





6 Erk. This snake-like bend is very nasty. First, weave right and left, then powerslide right, but point your bonnet left as you come out of the slide in time for the last turn.



7 There's just one easy corner up next. Powering downhill at crazy speeds, you should be able to see off your rival racers.



8 A downhill spiral and a long right turn lead to the finish – but don't be caught out by the hump that throws you into the air as you cross the line.

REVOLUTION NOVICE

This forest course, extracted from the second *Ridge Racer* game, is painted in the relaxing greens and browns of autumn. (*Thanks, Alan Titchmarsh* – Ed)



1 The course begins with a looong straight. Stick to the right, then veer left to race past your driving buddies in the covered tunnel.



2 Ease around the first right turn, then powerslide around the next, sharper corner. Don't touch the grass – it'll stop you in your tracks.

3 There's an easy right turn at the top of the hill (ignore the imposing chevrons), but look out for the road narrowing as you come out of it.



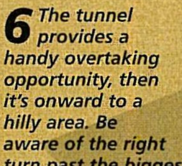


4 Careful as you career downhill – the deviously-placed hump can send you soaring into the sharp bend. Slow down a little as you approach it, then powerslide around.



5 Following the checkpoint is a long, gentle turn to the right, then a corner, decorated with chevrons, that requires powersliding.

6 The tunnel provides a handy overtaking opportunity, then it's onward to a hilly area. Be aware of the right turn past the biggest bump.





7 The penultimate section of track is a superb helter-skelter ride. By hugging the inside wall, you'll be able to pass up to four or five cars.



8 The final turn looks deceptively easy, but you'll need to position yourself left and powerslide sharply around. Then it's straight on to finish.

GO! GO!

RETROFAN
Namco aren't ashamed of their past, as they prove by decorating *Ridge Racer's* tracks and courses with images from their back catalogue of games. The most obvious is the giant monitor ablaze with images from classic shoot-'em-up *Galaxian*, but keep an eye out, too, for references to *Pac-Man*, *Xevious*, *Bosconian*, and obscure platformer *Mappy*.



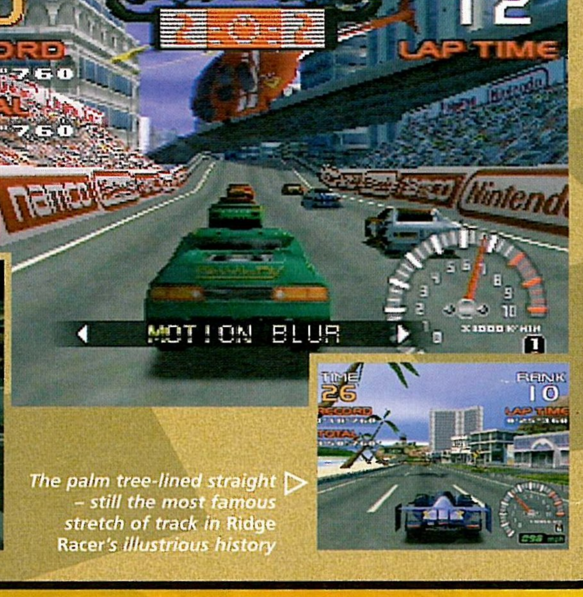


SCENIC ROUTES

Piledriving along city roads at 200mph would be exciting enough on its own, but there are a host of 'events' that take place on, above and to the side of the track, perfectly timed to thrill you at the exact point you whizz past. Aeroplanes soar overhead, real traffic crawls along overpasses, waterfalls cascade down mountainsides, and oversized billboards flash 'Extended Time!" when you cross a checkpoint with seconds to spare. It's not all for effect, either – the helicopter hovering over the Renegade track has the power to knock you off course with its blinding searchlight, the blighter.



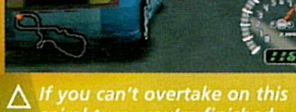
△ *Ah, it's a waterfall. Placed perfectly to distract you on that tight turn.*



No Ridge Racer lady at the start – you get this two-ton flying machine instead. ▷



The Extreme track again. Nice spot for a pedestrian crossing, that. ▷



The palm tree-lined straight – still the most famous stretch of track in Ridge Racer's illustrious history ▷

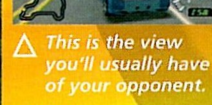
Auto Attack

Once you've polished off a group of three tracks (such as the trio we've explored on the previous couple of pages), three bonus cars become available. You're not simply given the keys and waved out of the showroom, though – to get your driving gloves on the new motors, you'll need to race them, one at a time, on the tracks you've completed. It's a great idea, but it makes life horribly tricky, especially given your foes' propensity for smashing into your side on blind corners and roaring off into the distance.



△ *It looks good, but this Terrazi is surprisingly slow, and it handles like a wet cardboard box.*





△ *This is the view you'll usually have of your opponent.*

◁ *Your car always comes off worst from collisions.*

If you can't overtake on this spiral turn, you're finished.

THE CARS

In true racing game tradition, each of the 25 vehicles has wildly varying attributes. Choosing the right car for the right race is a must.

Pac Racing

Great acceleration and a top speed only slightly below the rest of the pack (geddit?) makes this the starting car of choice. And – get this! – it's got a picture of Pac-Man on the side.

Just started? For best results, P-p-p-pick up the delicious Pac Racing Car. ▷





Assoluto Infinito

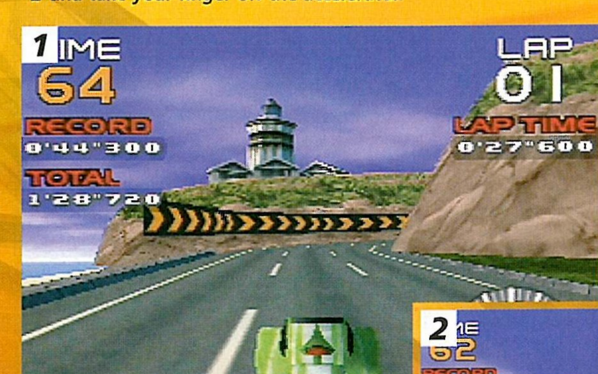
The car we used to conquer the Extreme Championships and open up the final tracks. A solid performer in all areas, the Infinito's speciality is a truly frightening top speed.

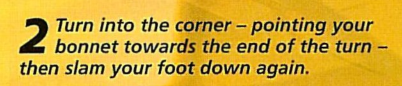
◁ *The Infinito comes into its own on straights like this.*

The Turner Prize

Since 1992, *Ridge Racer* has been bringing extravagant powersliding to grateful racing fans. Here's how to get a slice of the action:

1 As you approach the corner, fight your innermost instincts and take your finger off the accelerator.

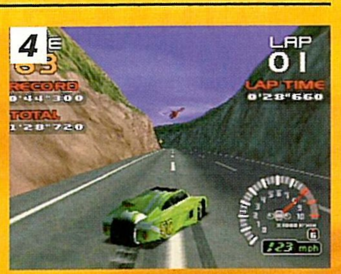




2 Turn into the corner – pointing your bonnet towards the end of the turn – then slam your foot down again.



3 Quickly touch the stick in the opposite direction. This ensures your car straightens up again.



4 You'll probably need to push the stick a little further to prevent oversteer as you leave the corner behind.

5 If you do find yourself skidding all over the shop, leave the controls alone and allow the car to correct itself.

SO COOL JAPANESE GIRL

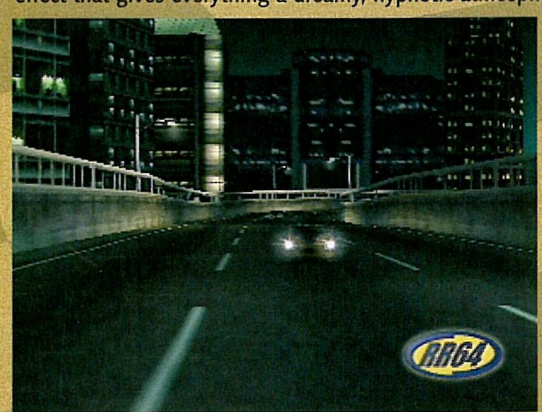
Yes – the lovely Reiko Nagase makes an all-too-brief appearance in *Ridge Racer 64*. The virtual beauty, infamous for tiptoeing between the revving cars on the starting line of every *Ridge Racer* game, brings her unique brand of magic to the game's intro and title screens. Bizarrely, though, the one place she isn't to be found is on the starting line itself. Eh?



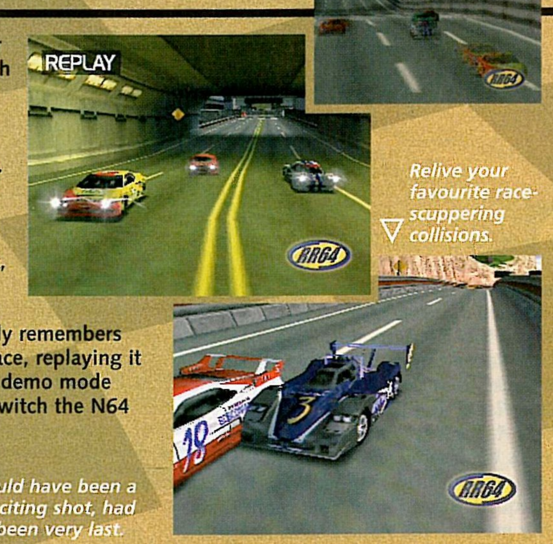


THE REPLAY MODE

Take your hands off the controller once a race is over and you'll bear witness to a breathtakingly exciting replay of your performance. With 'quirky' angled and zooming camera views, and a neat 'motion blur' effect that gives everything a dreamy, hypnotic atmosphere, it's mightily impressive. There's no option to save your best circuit, sadly, but the game thoughtfully remembers your last race, replaying it during the demo mode until you switch the N64 off.



This would have been a more exciting shot, had we not been very last.



Relive your favourite race-scuppering collisions.

Age Solo Supernova

It *looks* good, and this Batmobile is the vehicle that continually scuppers your chances in opposition. But it's a disappointing beast to drive – low acceleration means it rarely touches full whack.



Holy Calamitous Cars!

Extreme Green

An unholy hybrid of car and motorbike, the Extreme Green's lack of wheels gives it a comical grip rating of zero. But its ridiculous speed and silky handling help make it a monster.

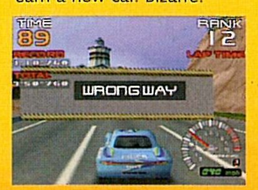


Mr Green is easier to handle than its faster brothers.

GO! GO!



WHAT THE...?
The version of *Ridge Racer* that we road-tested featured what we thought was a bug, but turned out to be an actual game feature. As soon as a Grand Prix race begins, flip around and try to bash the wall behind you to bits. You'll suddenly find yourself travelling at full speed *in mirror mode* – and if you finish in first place, you'll earn a new car. Bizarre.





WHEEL SWEET

We anticipated a jerky, blurry mess of a multiplayer. But *Ridge Racer*'s four-player game is well worth a punt.

RACE MODE

Battle mode is the multiplayer mode we've spent most time with – a straight multi-lap race on a single track, with a useful handicap option that allows trailing players to easily catch up. There's also the option to fight it out over a trilogy of tracks.



△ *Most of Team 64 favour the in-car view, but you can choose your own camera view before the race.*

TEAM MODE

Interesting, this. Two, three or four teams, each comprised of two drivers, embark on a series of three battles. The CPU makes up the numbers, so it's possible to race with a computer-controlled friend, or join a fellow human to take on a double CPU team.

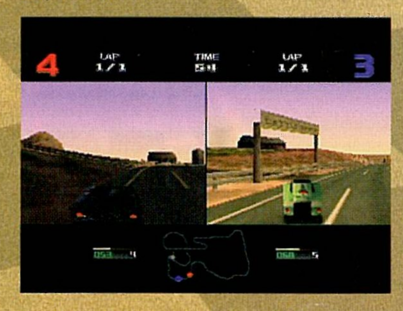


◁ *You can even paint your car a custom shade. Now that's magic.*

▷ *A close race, this. Player 3, though, is apparently off doing their own thing.*

SCREEN LAYOUT

There are *four* different screen configurations. The standard 'horizontal' format is the best, but 'letterbox' – which gives each player a smaller but more eye-pleasing square screen – is also handy. Worry not – we have no issues with the framerate in *any* of the modes.



△ *It might be smaller, but this screen layout sometimes works better than the traditional 'stretched' format.*



△ *A typically exciting Ridge Racer moment – a perfect powerslide into a tunnel packed with racers.*



Yes, that motion blur's pretty, but you really don't want to be driving that close to a rival racer. ▷

If you're a stickler for detail, you'll want to know that *Ridge Racer 64* mixes and matches bits from all four PlayStation *Ridge Racer* games. There are tracks from the original *Ridge Racer* and its sequel *Ridge Racer Revolution*. There's the improved handling from the 'threequel', *Rage Racer*. And there's the pretty medium-res visuals from last year's *Ridge Racer Type 4*.

But then, who cares about the details? All that *really* matters is that *Ridge Racer 64* is one of the fastest, most technically accomplished and downright gorgeous racers ever to grace the N64.

MASTERY Ridge Racer *effortlessly segues one heart-stopping section of track into another.*

Fledgling codeshop NSTC can be chalked up next to Acclaim, Rare and Nintendo themselves on the list of developers who can delve into the N64's innards, poke about with their special programming contraptions, and produce some truly staggering results.

Admittedly, *Ridge Racer* looks weak on purely numerical terms. Add the two tracks borrowed from the first two PlayStation *Ridge Racers* to the third N64-exclusive course, and you end up with the hardly magical total of three. The trio of separate routes that snake through each map differ from each other enough to be classed as individual tracks, but, even then, just nine circuits (plus nine reversed versions) makes for a decidedly weedy-looking game, in an age where *World Driver Championship* can muster 30 circuits, and *TGR2*'s fancy random track generator can throw up an infinite variety of exciting dirt-tracks.

But it's the quality that oozes from every raceway that makes the quality of *Ridge Racer* so much greater than the sum of its parts, and lays bare its roots as a coin-guzzling arcade racer. Every corner, straight, tunnel and bridge has been carefully placed and intimately tweaked. Where other racing games often feature long straights or tiresome twisty bits that have you absent-mindedly gazing into the middle distance as you wait for the next exciting bit to happen, *Ridge Racer* effortlessly segues one heart-stopping section of track into another. Every circuit is a deliciously exciting, speed-drenched race from start to finish.

And, oh, the speed. Not since *F-Zero X* had us toppling backwards on our chairs has a game demonstrated such scant disregard for our sanity. The earlier cars are fast enough to have you catching your breath, but unlock the later vehicles – including the Assoluto Infinito, a monstrously quick Lamborghini-alike – and



Reminds us of Out Run, the old Sega racing game. No? Just us, then.

Just try roaring down this section of track without saying 'Vrroom!'

That map in the corner is unobtrusive, but entirely optional.

Accidental powerslides can send you piling disastrously into walls.

See the way the bridge throws shadows onto the track? RR64's packed with incidental detail like this.

you won't have any trouble believing the speedometer's claims that the track is whipping by at an incredible 200mph. And don't even think about using the brake to make life easier. Winning races means maintaining top speed around every turn, and making extensive use of *Ridge Racer*'s patented powersliding technique – tricky to pull off, but hair-bristling fun once mastered.

In fact, at speeds like this, the sheer concentration required is physically draining. Despite the commentator encouraging you to make your last lap the best, it'll invariably be your worst, as your tightening grip on the joypad and the sweat leaking from your palms conspire to make silly mistakes your speciality. It'll usually come to a head as you glimpse the race leader on the horizon about halfway around lap three – from that moment on, you'll be too busy misjudging corners, colliding with walls and skidding into a 720° spin to have a hope of catching up.

The beauty of *Ridge Racer* is that no matter how much you scream as you nudge yet another competitor in the backside, no matter how many maddeningly teeth-grinding crunches of car bonnet on metal barrier you're forced to listen to, it's crystal clear at all times that it's *all your fault*. NSTC have polished the handling until it shines, and the way the cars shimmy and slide with every caress of the analogue stick is a joy to behold. The controls just *feel* perfect, and those red-faced, joypad-chucking errors are more than made up for by the times your car careers smoothly down a spiral incline and weaves between a batch of enemy drivers to take the pole.

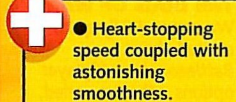
If one thing worries us, it's the longevity of the game. Completing *Ridge Racer*'s initial batch of nine tracks and unlocking the first 15-or-so cars shouldn't take any more than a couple of hours. The second half of the game – which uses reversed tracks and features rival racers who are more than happy to weave into your chassis and scupper your chances – is far trickier, but you'll probably have laid your eyes on everything *RR64* has to offer after little more than two days play.

But that's the beauty of *Ridge Racer* – it doesn't demand commitment. Its exhilarating speed and over-before-they've-begun races lend themselves brilliantly to quick, five-minute blasts before tea, and the nigh-on perfection of the game's tracks and handling – which bring with them the knowledge that sheer skill and nothing else will net you another race record – will undoubtedly keep the cartridge warm in your slot for months as you battle to better your own times in the awesome Time Trial. There's a splendid four-player multiplayer game to keep things ticking over, too, even if the absence of engine noise makes it all strangely eerie.

LIFESPAN *...the nigh-on perfection of the game's tracks and handling will undoubtedly keep the cartridge warm in your slot for months.*

Namco might have the biggest credit on *Ridge Racer 64*'s warm-up screen, but NSTC deserve most of the applause for executing the game so successfully on the N64. Every race, from the first mouth-watering screech of tires to the buttock-clenching one-on-one battle for pole position in the final few seconds, offers the kind of arcade-style thrills and spills that most developers seem to have forgotten how to create. *Ridge Racer 64* is genius – don't be without it.

MARK GREEN



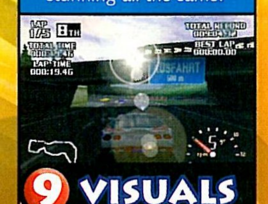
pluses and minuses

+
- Heart-stopping speed coupled with astonishing smoothness.
- Truly masterful track design.
- Dream-like vehicle handling.
- Perfect for quick, five-minute blasts, but...

–
- ...the Grand Prix mode won't last long.
- Distinct lack of tracks.

If you like this...

World Driver Championship
Midway/Boss
N64/33, 91%
Less immediate than *RR64*, but unquestionably stunning all the same.



9 VISUALS
Crisp, clear and gob-smackingly quick, all without the expansion pak's help.

8 SOUNDS
Unobtrusive music and belly-vibrating engine sounds.

9 MASTERY
Fast, smooth racing that trashes the PlayStation versions on several counts.

8 LIFESPAN
The game's immediacy and pace means you'll regularly be feeling the need for speed.

VERDICT
It might lack depth, but *Ridge Racer 64* is easily one of the N64's most exhilarating games. A perfectly-crafted marvel.



91%



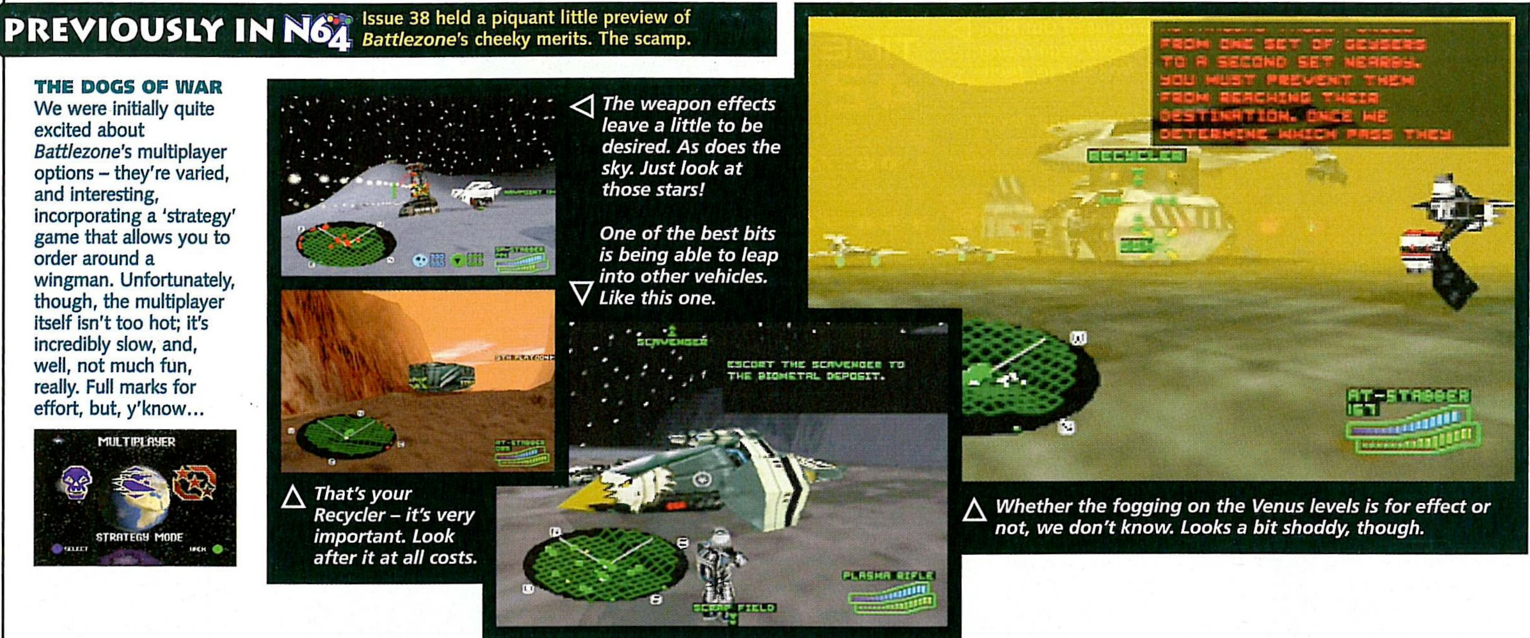
PREVIOUSLY IN N64

Issue 38 held a piquant little preview of *Battlezone*'s cheeky merits. The scamp.

THE DOGS OF WAR

We were initially quite excited about *Battlezone*'s multiplayer options – they're varied, and interesting, incorporating a 'strategy' game that allows you to order around a wingman. Unfortunately, though, the multiplayer itself isn't too hot; it's incredibly slow, and, well, not much fun, really. Full marks for effort, but, y'know…





◁ *The weapon effects leave a little to be desired. As does the sky. Just look at those stars!*

One of the best bits is being able to leap into other vehicles. Like this one. ▽

△ *That's your Recycler – it's very important. Look after it at all costs.*

△ *Whether the fogging on the Venus levels is for effect or not, we don't know. Looks a bit shoddy, though.*

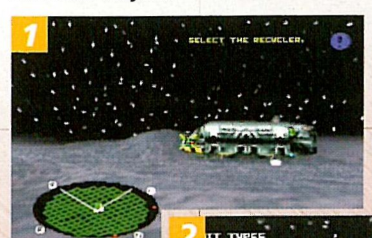
BATTLE

Quake meets Command & Conquer – but is Battlezone as good as either?

It's training men...

Whatever you do, don't skip the training missions, as they're invaluable. Allow us to take you through 'Attack and Destroy', which demonstrates strategy, resource management and full-on combat...

1 *The first objective is to build a Scout. Activate the Strategy menu by pressing down on the D-pad and select the Recycler.*



2 *Send the Recycler to a Geyser, from where it can draw energy. Once there you can order the Recycler to build a Scout.*

3 *And voilà – one instant wingman! Wingmen can be given orders; in this instance, order your Scout to the Nav Beacon (a 'waypoint' that helps you navigate).*





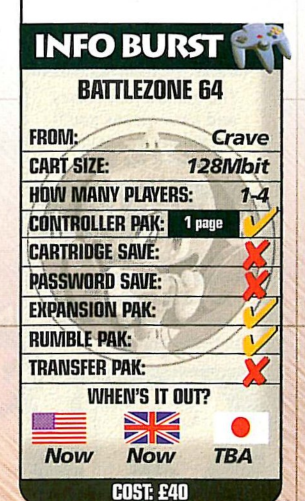
4 *Wingmen, once in contact with the enemy, will immediately attack, but you can also order them to follow you, defend, hunt and direct them to specific areas.*

5 *In this instance, we're ordered to stop before we're in range of an enemy drone. Select the Scout, and order it to attack the drone.*



6 *Sit back, and watch the carnage. In general, wingmen are tenacious and clever enough to destroy the enemy fairly quickly. Lovely.*





INFO BURST

BATTLEZONE 64

FROM:	Crave
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

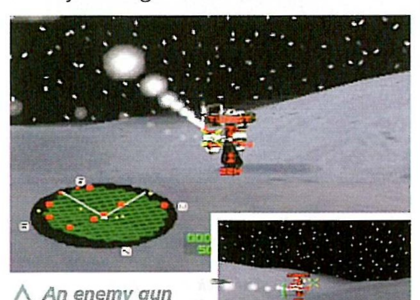
COST: £40

THE HARDER THEY COME

Marvellously, the different difficulty levels in *Battlezone* actually entail more than simply beefing up the enemies and making ammunition harder to find. Let's have a look...

Arcade

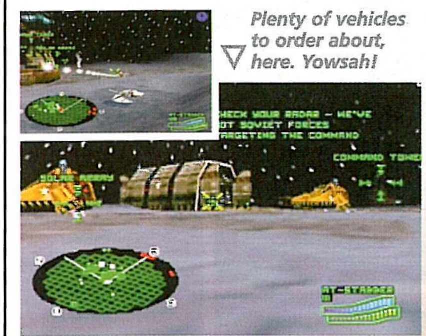
As simple as it sounds, Arcade offers basic blasting action – it's simply a case of shooting increasingly frequent, harder and cleverer enemies. As such, it's a bit tedious, as the action in *Battlezone* isn't exactly riveting...



An enemy gun tower. They can move, you know.

Pilot

The main game proper, Pilot offers proper story-led missions with some quite rigorous objectives, but there isn't any strategy. It's also different depending on whether you play as the Americans, Soviets, or mysterious Black Dog rebels.



Plenty of vehicles to order about, here. Yowsah!

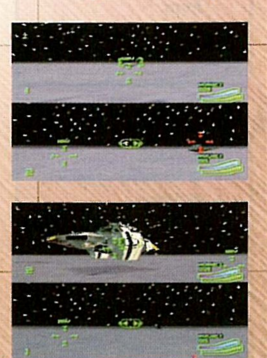
Commander

The expert's choice – there's plenty of combat and you're responsible for ordering allied forces into battle. You've also got to protect your Recycler while it scavenges scrap, allowing you to create more vehicles and weaponry. Hardcore.



Your Recycler can build extra vehicles from scrap.

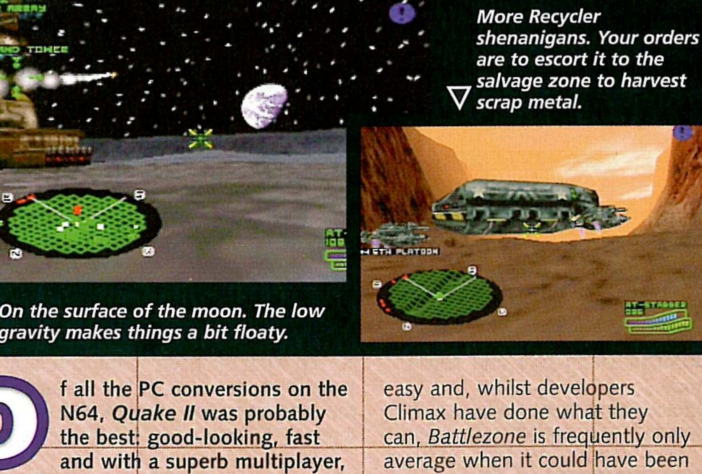
AND THERE'S MORE... Just to return to the multiplayer arena for a moment, quite the worst part of the friend-on-friend section of the game is the 'Race' mode. Basically, you race, in tanks, on the featureless surface of the moon. How do you know where to go? Utter dump.



ZONE 64



On the surface of the moon. The low gravity makes things a bit floaty.



More Recycler shenanigans. Your orders are to escort it to the salvage zone to harvest scrap metal.



Looks like you're being invaded here. It might be a good idea to launch a counter-attack.

Of all the PC conversions on the N64, *Quake II* was probably the best: good-looking, fast and with a superb multiplayer, it was pretty much all we could have asked for. The 'not bad at all crowd' included *Command & Conquer* and *Duke Nukem 64*, while the less said about the execrable *Carmageddon 64*, the better.

So where does *Battlezone 64* fit in? The original PC game was a sprawling and mightily impressive, first-person shooter, complete with strategy elements. This meant that as well as some straightforward blasting you could also order tank-based wingmen around and indulge in a little resource management. Squeezing all of *that* into a cartridge was never going to be easy and, whilst developers Climax have done what they can, *Battlezone* is frequently only average when it could have been compulsively ace.

VISUALS ***The game is graphically muddy. It's lacking in detail and absolutely smothered in fog.***

The reasons for this are varied, but on the most immediate level, the game is graphically muddy. It's lacking in detail and absolutely smothered in fog; slam in an expansion pak and you'll be treated to a hi-res mode, but this only highlights the primitive nature of *Battlezone*'s visuals.

What's most frustrating, though is that it's plain to see that there *is* a good game in here somewhere. The main thrust of the game involves you hurtling around various planets in a military hovertank, engaging in pitched battles with the enemy and utilising various weapons of destruction.

GO! GO!


pluses & minuses

+

- Plenty to do.
- Ingenious mixture of strategy and shooting.
- Three different 'races' to choose from.
- Lots of guns, tanks and action.

–

- Fiddly.
- Variable graphics.
- Slow.
- Not that involving.

If you like this...

GoldenEye
Rare
N64/9, 94%
The best first-person shooter ever. Until *Perfect Dark* hits the shops, anyway...



6 VISUALS

Muddy and a little fuzzy. Shocking fogging too.



6 SOUNDS

Terrible church organ-style military 'tunes' and various muted effects.



7 MASTERY

There's a lot in here, but it's not presented terribly well.

8 LIFESPAN

Three different missions, with three different races, and a variety of genuinely different difficulty levels should see you through.

VERDICT

Sprawling and exhaustive, but curiously uninvolving, *Battlezone* nonetheless offers a slow but ultimately enjoyable experience.



Mission magic

Here's something of what you can expect from *Battlezone* – the 'An Unexpected Connection' mission from Pilot mode.

***1** There are some valuable alien relics around here somewhere – whilst your other forces stay put to hold off Soviet attacks, it's your job to find the extra-terrestrial artifacts. And sharpish.*

***2** Having searched the exterior of a dormant volcano, head inside it to find... this huge alien structure! You're not sure what it is, but you can't let the Soviets grab it.*



***3** While you're waiting for reinforcements to arrive and hold your position, the Soviets attack. Hold them off until your allies arrive.*



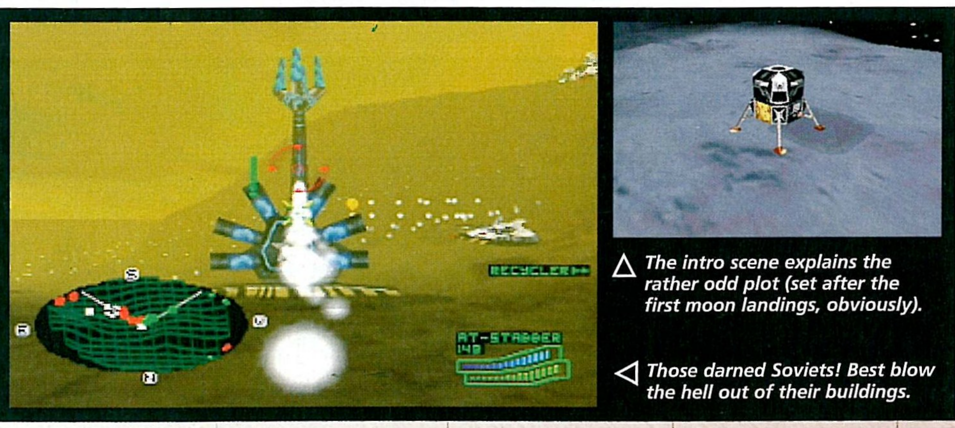
***4** After destroying the incoming forces, some meagre reinforcements arrive and the Soviets retreat. But! It appears the main weaponry is still at least 10 minutes away, and the Soviets regroup...*

***5** There's too many of them this time, and your ship is destroyed before you get a chance to collect any armour replenishments. Luckily, you can eject and continue on foot.*



***6** And, using the sniper rifle, pop an enemy pilot and nick his vehicle. Sneaky, eh? So it's back into battle – and, hopefully, the enemy won't realise there's a wolf amongst their sheep...*





The intro scene explains the rather odd plot (set after the first moon landings, obviously).

Those darned Soviets! Best blow the hell out of their buildings.

doing all the above *and* defending your base from marauding Soviets – the game can be good fun. But the control system *is* fidgety, and hardly intuitive and, more often than not, it's a barrier between knowing what to do and enjoying it.

Other shortcomings include an often sedate pace and incredibly vague mission objectives. In one mission you're asked to leap, in your vehicle, from a volcano and then eject, catapulting you into an enemy base. But how? And where?

Brilliantly, you can also eject from your vehicle, scamper around in a little spacesuit, shoot enemy pilots (with the ubiquitous sniper rifle) and then nick *their* tanks. Neat. Or so you'd think.

The problem is that the action is all so lacklustre. Admirably, practically everything that made the PC original great is in here – it's just that the execution is frequently ropey. Sniping an enemy pilot is a case in point: whip out the gun and, instead of a neat little crosshair, you're presented with an ugly great block of colour that signifies what to aim at.

Accuracy, too, is less-than-perfect. There are only three shots in your sniper rifle, and although the target is the size of a barn door, hitting it only occasionally results in success – this is particularly annoying on the mission where you have to storm an enemy base and steal a Soviet vehicle.

Thankfully, the strategy element of the game does add to the overall experience.

MASTERY ***Practically everything that made the PC original great is in here – it's just that the execution is frequently ropey.***

It's not an ideal system, but remarkably Climax have managed to squeeze all the commands onto the D-pad. Here you can give combat orders to allied troops and vehicles, tell Scavenger craft to harvest scrap and produce new vehicles from your Recycler. When everything gels in *Battlezone* – when you're simultaneously

So what we have, in the end, is a game that tries hard, in fact probably tries *too* hard to do *too* much, and it suffers as a result. There's plenty in here to enjoy, but it takes a concerted effort and even then, *Battlezone* never really takes off. So, full marks for effort, but *Battlezone*, whilst being an interesting riff on the genre and packing a lot of content, certainly isn't going to replace *Perfect Dark* as 2000's most-played game.

JES BICKHAM

PREVIOUSLY IN N64

We had a look at *Battletanx: Global Assault* in the very last issue of **N64** Magazine. That'll be issue 39, then.

FAMILY FUN

In *Battletanx*, you can choose to play as one of several different 'clans', each of which sports an appropriately post-apocalyptic look. For example, you can opt to play as the Mad Max-style bikers of the Skull Riders, or the mutant Cold Warriors, or even the bizarre English Beefeater freaks, the Crimson Guard. Each clan uses different vehicles. All very odd, but brilliantly done.





△ The first-person guided missile. Great stuff.

Ah, the plasma gun. Very good fun indeed. ▽

△ A Rhino tank in pitched battle. Watch out for the hovertank on the left, there.

These tanks are the biggest, the slowest, but also the hardest. A firm favourite, to be sure. ▷

△ The Hornet lets loose a salvo of Stinger missiles. Bang!

BATTLE GLOBAL ASSAULT

3DO unleash their huge gun-on-wheels simulator.

The premise behind *Global Assault* is, of course, as ludicrous as that of its predecessors'. A rather sexist plague has wiped out 99.9% of the earth's female population, leaving the rest of the planet to form gangs, dive into tanks and fight it out over the remaining ladies, who are now called (ahem) 'Queenlords' and wield immense power. Not too promising, so far...

Thankfully, though, *Global Assault* is fulsome mayhem-based entertainment, and at least twice as good as its middling-to-enjoyable older brother (which never actually gained a PAL release, despite healthy American sales). For a start, the graphics are sharper, more colourful and crammed with more detail. There's still some fog but, unlike *Turok*-style pea soup, it's unobtrusive and allows the game to run at a healthy speed. And it's this speed which helps to establish *Battletanx: Global Assault* as a tremendous multiplayer blast.

It's easy to see that *Battletanx* has been created with friend-on-friend action in mind. Although some effort has been expended to provide a story and plot, the main Campaign is simply a series of battles sporting simple mission objectives. Fun, but it's not *Global Assault*'s biggest attraction. Instead, the multiplayer game is its standout feature and will consume much of the time you spend playing this.

Obviously, blowing everything and everyone to ashes is appealing, but there's much more. There are 12 different tanks, each equipped with different weapons, armour and abilities. And whichever gang you choose to play as has their own 'pool' of tanks to choose from when you die. Our favourites are the Flip-E-Tank, which can strafe, and the Inferno which comes with a hoofing great flamethrower.

The levels are great, offering plenty of buildings that can be demolished as well as recognisable landmarks, such as the White House and Eiffel Tower. And the weapons are *ace*; the remote-controlled guided missile is our favourite, closely followed by remote gun emplacements called 'Gun Buddies', and mines which take to the air and rain down hot laser death, aka 'Bouncing Betties'.

There are millions of options, too: as well as deathmatches, there are several game modes, including Battlelord, where you can skip between your tank and an on-rails emplacement guarding your base, and Convoy where you protect, or destroy, defenceless tank reinforcements. The CPU opponents also prove to be remarkably tenacious and bloodthirsty.

Sooo, then, there's plenty to enjoy here, provided you've got some chums to share the fun with. As a single player game, *Global Assault* leaves a little to be desired, offering only a lightweight *Rage Wars*-style sequence of fights, but 3DO have managed to fashion a multiplayer game that makes excellent use of the four controller ports on the front of your N64, and for that we applaud them.

JES BICKHAM

LIFESPAN *The multiplayer game is its standout feature and will consume much of your playing time.*

INFO BURST

BATTLETANX GLOBAL ASSAULT	
FROM:	3DO
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	April	TBA

COST: £40

TOTAL ANNIHILATION

More inventive than most, *Battletanx*'s selection of weaponry is one of the most enjoyable we've set eyes on in a long time...

GUIDED MISSILE

Simply fantastic, this – after firing, keep the fire button held down and you can manually guide the missile. Your tank, of course, will be left open to attack, but chasing friends with this is superb fun.

PLASMA BOLTS

The green-hued destructive loveliness of the plasma bolts can prove to be a double-edged sword: they tend to bounce all over the shop, occasionally heading back to their source. Hmmm... use with caution.



FLAMETHROWER

Wonderful, this. Not only can you coat enemy tanks in flames of hot death but it's also possible to burn down buildings. Concentrated fire will lead to continuous burning. Lovely stuff for the budding arsonist.



SWARMERS

Although not too flashy in terms of design and effect, Swarmers are ace. Ostensibly a simple three-missile attack, the Swarmers come equipped as standard on the Hornet tank, one of the game's best machines.

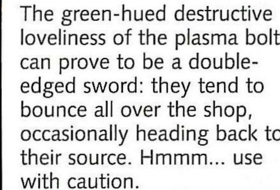


TANX

ATTACK!

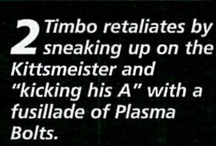
We follow messrs. Kitts and Weaver as they indulge in a bout of tank-on-tank violence. Let the fighting begin!

1 Martin goes straight for the Guided Missiles, his favourite weapon, and uses one to track Tim through the Tower grounds. Boom! Strike one to Kittsy.





2 Timbo retaliates by sneaking up on the Kittsmeister and "kicking his A" with a fusillade of Plasma Bolts.





3 Kittsy, however, has procured some insurance. Battered and near to death, he activates a teleport power-up and warps – hopefully – to safety.

4 By a totally unforeseen twist of fate, Martin appears next to Tim. He attacks, dropping a Gun Buddie and letting loose with his Flamethrower. Ouch!



5 Tim, despite the slowness of his tank (the Inferno) manages to escape around a corner. He spins on the spot and unleashes a Guided Missile...





6 Kittsy survives, though, and scarpers, leaving a trail of mines behind him. Unfortunately, Tim gives chase, only realising his mistake when it's too late...



7 But, with a bit of deft driving, he makes it through the field o' death, and batters Martin with his cannon. Martin, weak from the last encounter, meets his maker. Score one for Tim...

pluses & minuses

+
- Ace fun if you have some friends to play with.
- Great weapons.
- Smashing levels.

–
- Uninvolving single-player game.
- Sometimes muddy graphics.

If you like this...

Vigilante 8
Activision
N64/28, 74%
A similar tale of vehicles, guns and mindless violence. Only not as good.



6 VISUALS

Pretty basic, lacking in detail and not very flashy, but designed for speed not looks.

6 SOUNDS

The usual military tunes, and some suitable sound effects.

7 MASTERY

A well-designed and technically competent multiplayer.

7 LIFESPAN

The multiplayer will last you for ages, simply because it's tremendous fun.

VERDICT

One of the best multiplayers money can buy. *Global Assault* is definitely worth the money if you have three friends to hand.

81%

pluses & minuses

- Pretty graphics.
- Alrightish music.

- Soul-destroying gameplay.
- Frustrating.
- Badly designed.
- It's rubbish.

If you like this...

Yoshi's Story
Nintendo
N64/15, 86%
A 2D platform game produced by people who knew what they were doing.



7 VISUALS

Nice jungle scenery and a lizard which Andrea was particularly fond of.

7 SOUNDS

Monkey noises and jaunty theme tunes.

2 MASTERY

There were games on the Atari VCS that had more imagination than this.

3 LIFESPAN

It's easy to finish and you'll be glad to see the back of it.

VERDICT

This tired old platform game is a total waste of time. Save yourself a few quid and go and see the film instead.



PREVIOUSLY IN N64

Tarzan showed up unannounced. We gave him a sound thrashing and sent him on his way.



Tarzan is about to get belted by a vine. Note the uncollected coins behind him too.

Leaps of faith are required every few seconds. Hooray!

Annoying? This section is as irritating as anything we've played since Mission: Impossible.

There was a scene just like this in Crash Bandicoot. *Yawn.*

MONKEY MURDERER

We all thought that Tarzan was Lord of the Jungle because he was a general, all-round top bloke with the animals. They respect him, he protects them. Except we were obviously wrong, because Tarzan develops a taste for carving up monkeys right from the very first level. If Donkey Kong found out, he'd go ape.





The boy raised by monkeys decides to chop up a lemur.



Young Tarzy prepares to amputate some tail. Yee-haw!

DISNEY'S TARZAN

Boring, boring, boring.

This is yet another one of those games that looks pretty good in the screenshots, sounds nice enough when the demo is running, but features gameplay that would have been considered dull and unimaginative by 1984 standards.

Today's software makes *Tarzan* look like a real knuckle-dragger of a game. It's a 2D platform game with 3D scenery, rather like *Pandemonium* and *Crash Bandicoot* on the PlayStation, and it plays like it was designed by someone who has never experienced a *Mario* title in his life. There are coins and fruit to collect, but the best way to get the whole thing over and done with is by holding right on the D-pad and tapping the jump button every now and then to avoid one of the furry creatures that, inexplicably, whittle away the ape man's health bar.



INFO BURST

DISNEY'S TARZAN

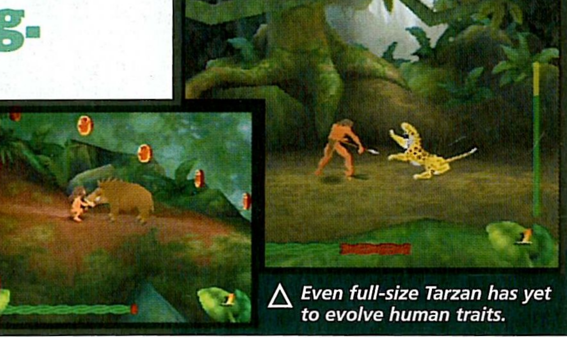
FROM:	Activision
CART SIZE:	64Mbit
HOW MANY PLAYER:	1
CONTROLLER PAK:	2 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

Quite why Tarzan, friend of the animals, gets hurt by raccoons, frogs and monkeys is beyond us. Something has obviously upset the balance of life in the jungle, because Tarzan also gets to kill everything that moves. As you stab and slash your way through the lifeless platform levels, you'll feel the will to continue playing just drain from your body. Why bother collecting all of those coins when you have to stop and jump, stop and jump for *every single one*? Who wants to play the tree-surfing sections again when the crappy camera angles mean you can't see some of the obstacles until they smack you in the face?



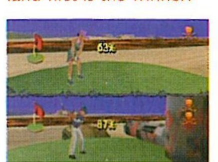
Even full-size Tarzan has yet to evolve human traits.

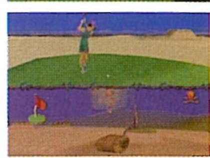
It's utterly lamentable. The only reason you might want to play it all the way through to the end is to admire the scenery, and to marvel at the way the fancy foreground detail obscures the action. In fact, it's often impossible to tell where the scenery ends and the platforms begin. There are also 'scenic' animals which pass you by without incident, and near-identical 'real' animals which kill you. You can't tell them apart unless you've played the game to death, and nobody in their right mind would want to do that. Not good. Not good at all.

MARTIN KITTS

PREVIOUSLY IN N64 We previewed Woodsy's latest wallet-filling licence in **N64**/39.

OUT TO LAUNCH
CyberTiger's superb battle mode sees two of you launching explosive golf balls at each other from across a trench. On either side, you have five pieces of land to protect and your job is to direct the perfect drive onto the other players' 'driving turrets'. When you make a direct hit, the piece explodes and the action shifts to the next. The player who manages to rid his opponent of all their land first is the winner!



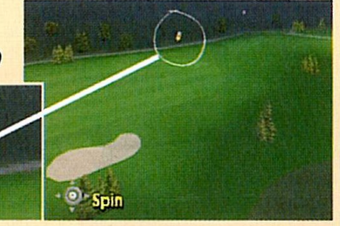


GOT THE POWER

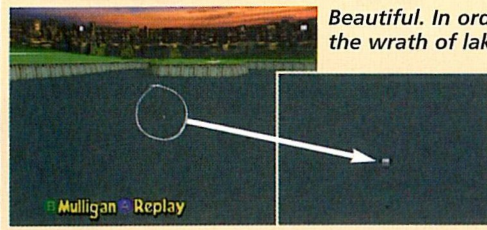
Come in under par, and you're rewarded with a choice of power-ups...

Rocket

This turns your golf ball into a super-fuelled jet, sending it a hefty 50 or 60 extra yards down the loooong fairway.

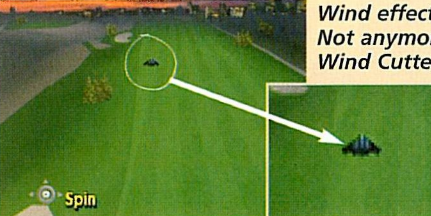


Skimmer



Beautiful. In order to avoid the wrath of lakes, you can apply this and your ball will skim across them like a stone.

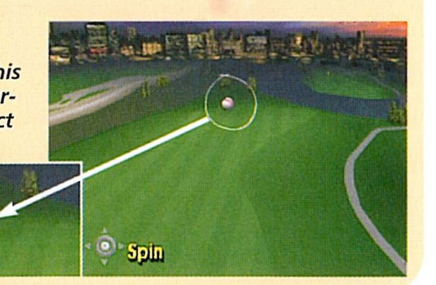
Wind Cutter



Wind effecting your golf? Not anymore! Earn the Wind Cutter and, regardless of any breeze, it'll fly straight as an arrow.

Spin

If your aim is off, this is the perfect power-up, as you can affect the direction of your off-centre ball mid-flight.



CYBERTIGER WOODS GOLF

Mario Golf without the Mario. Or – seemingly – Golf.



INFO BURST

CYBERTIGER WOODS GOLF	
FROM:	EA
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 12 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

USA	UK	Japan
Now	Now	No

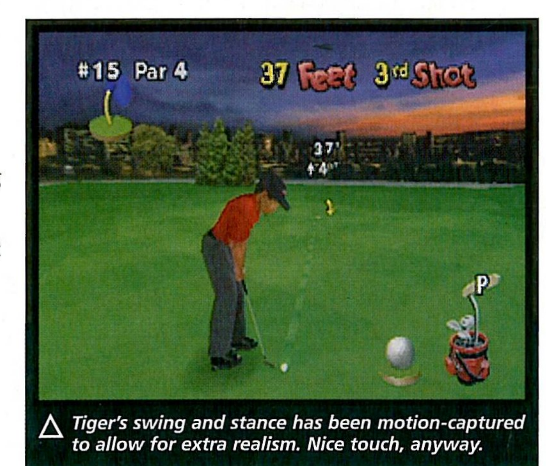
COST: £40

When EA sat down to breakfast at their mansion made from dollar bills and decided to produce a halfway house golf game set somewhere between the awesome *Mario Golf* and their previous, sturdy PGA licences, they probably thought they were onto a bit of a winner.

And with good reason. Tiger Woods had signed on the dotted line, the much-sought-after PGA licence meant they could include real courses and, to some extent, real players, Saffire (previously responsible for the excellent *Rainbow Six* and *Top Gear Rally* 2) were raring to bring it all to life and there was only one other truly great N64 club sim to compete against.

Unfortunately, something went a bit wrong in the mix. Although you *want* to like *CyberTiger* – if not because it tries something a bit different, then because, rather amusingly, all the golfers, regardless of sex, speak in a special 'Rainman' voice – it's impossible. The game's power meter – any golf game's most important feature, remember – is so intrinsically flawed it makes 18 holes about as easy to negotiate as K2. Admittedly, the tried and tested 'double tap' power meter, as seen in *Mario Golf*, isn't ideal, but at least it gives you a degree of control over the length and strength of your shot. In *CyberTiger*, you've got no such hope.

Like *EPGA*'s non-default option, *CyberTiger* uses the analogue stick as a 'virtual club', where you pull back and

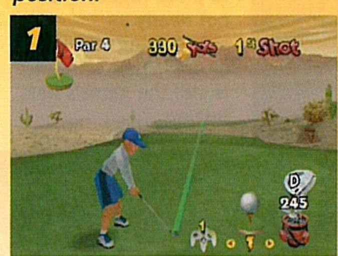


△ *Tiger's swing and stance has been motion-captured to allow for extra realism. Nice touch, anyway.*

SWING IT ON

It works on percentages and it's not particularly good...

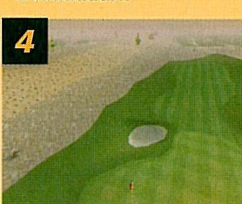
1 *So, here we are. At the start of the fairway. You can adjust the direction of the 'arc' but it defaults to the best position.*



2 *Right, then. Pull back on the analogue and you set the percentage power going. Push forward and it sets the shot – thwack!*

3 *This is a fairly short hole so you're well within reach of the green. 90% with a pitching wedge would seem the right amount.*

4 *What might seem like a reasonable amount turns out to be catastrophically over-powered. Watch it fly over the green. Gaaaaaaah!*



5 *Realising that 90% means trouble, your second stab at it – with 66% power – sends it back onto the green... and more trouble.*



6 *What the hell is this? Well, rather awkwardly, the green arrow follows the path of the green and the yellow determines where you hit it.*

7 *So, adjust the yellow arrow so that it's about an equal distance from the hole as the green one is on the other side...*

8 *...and putt! Unfortunately, the power you need is a mystery, so it could work out just nice or it could go all haywire. Sigh.*

▽ *Tiger plays a nasty one out of the sand.*

△ *The Head Pump feature is odd but quite amusing.*

If the golfers get bored, they start using their clubs as pogo sticks! ▷

then push forward to swing at and then strike the ball. This is, potentially, an interesting way of playing golf, but the game disastrously takes it a stage further, discarding yards as a means to measure distance and, instead, introducing a percentage. The result is that you never know how much power to put on a shot because you never know how far away the hole is, or what percentage equates to what distance. And, to make matters worse, the percentage-to-distance ratio seems to be rip-out-your-own-eyes inconsistent, with, say, 75% sometimes enough to send a ball hurtling 251 yards down the fairway, and sometimes not even strong enough to sink a 10 yard putt.

MASTERY ***The analogue stick is used as a 'virtual club'. This is potentially interesting, but you never know how much power to put on a shot.***

Naturally, the heftier your club, the further the ball will go, but it's still almost impossible to guess what power you'll need.

And it's a fair-sized shame as, built around this problematic power meter, is a solid, if unspectacular, game of chequered trousers and tees. Some interesting power-ups – including balls that allow you to skim water and tees that turn into stealth bombers (? – Ed) – make the bland-looking courses more inviting, as do the refreshing redesigns of favourite PGA greens. Of course, the game doesn't really do itself any favours by choosing the most banal course – Badlands – as its default option, meaning, if you get stuck in straight away, everything looks about as impressive as a dodgy Neighbours set. Fortunately, the intelligence of the course mapping means you'll forgive the distinct lack of style and – shockingly – the nasty fogging.

Dab a 45%-powered chip onto the green, though, and watch it sail 120 yards into the middle of nowhere and you'll soon forget the niceties of the course layout, or the smilesome invention of the rocket-powered golf ball. Because, like a football game without a pass button, *CyberTiger*'s infuriating power system renders it almost – *almost* – too frustrating to play. Not quite, admittedly – and, yep, we'd have to concede, there *is* some fun to be had here – but we were hoping for plenty more than this. As it is, *CyberTiger*, with its mix of real and fantasy, leaves us feeling distinctly lukewarm. Shame, really.

TIM WEAVER

pluses & minuses

+

- Great courses.
- Inventive power-ups.
- Top battle game.
- Rainman voice samples.

–

- Terrible power meter.
- Bland visuals.
- Mind-numbing music.

If you like this...

Mario Golf
Nintendo
N64/34, 90%
Nintendo triumph again with this little beaut. Top drawer sports action.



6 VISUALS
Better on the later courses but consistently unsurprising and immensely humdrum.

3 SOUNDS
Amusing voice samples, but the same ten seconds of music throughout.

7 MASTERY
Big courses and smart motion-capture but disappointing to look at.

7 LIFESPAN
Three courses, a fantastic battle mode, skins, tournament, driving range. Plenty, certainly.

VERDICT
Basically a solid game, but its failed experiment with the power meter means *CyberTiger* can only play second fiddle to Mazza and *EPGA*.

72%

pluses & minuses

+
- Track Editor.
- It's an Acclaim game and there's no fogging!
- 16 courses...

–
- ...most of which are the same.
- Relentlessly boring.
- Stinky visuals.

If you like this...

Supercross 2000
EA
N64/39, 76%
Complex but eventually rewarding mud bike sim.



4 VISUALS
Looks like a Mega Drive conversion. And a not particularly good one at that.

6 SOUNDS
The Offspring on the menu screen and then the haunting sound of Flymo's.

5 MASTERY
The Track Editor's good, if not great, but otherwise the N64 is hardly used.

5 LIFESPAN
There's plenty of options, but it's just so yawnsome.

VERDICT
Jeremy McGrath is so enormously monotonous that even the Americans couldn't like it... or could they?



PREVIOUSLY IN N64 Average supercross game? Nah, we didn't bother covering this.



High jumps offer the chance for stunts.

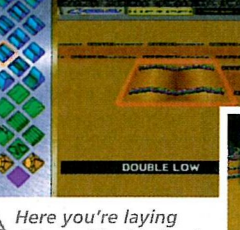
The backgrounds are pretty, but the action's not.

One of the game's eight outside tracks.

These 'grills' slow races down to a snail's pace. Avoid them in your own creations.

TRACK FOR GOOD

Jeremy McGrath's Track Editor is built along the same lines as Acclaim's previous effort in remote-controlled racer, *Re-Volt*. Except, crucially, there's less space for outrageous track pieces this time round, as there's no pipes, bridges or zig-zags in supercross. Instead, you have to settle for jumps, bumps and hairpins, which are still fun to piece together, but not nearly as entertaining to race around. That said, this is still the game's best feature...



Here you're laying down a 'double low'.



And here's how it looks in-game. Nice.

JEREMY MCGRATH SUPERCROSS 2000

Mud-spattering supercross action! (Uh, yawn? – Ed.)



Motocross. About as good as Jeremy McGrath gets. So, not very.

So, yep, by an uncanny turn of events, *Jeremy McGrath is* indeed one of the most mind-numbingly dull games we've ever played. We suspected as much – the fact that all 16 tracks play and look the same was a dead giveaway – but we just needed to make sure.

Okay, so it was never going to be the world's most entertaining game (the motorbikes have got all the pace, appeal and power of a lawnmower, and the tracks are almost universally oval-ish), but we at least expected an equal to EA's *Supercross 2000* (reviewed last issue, 76%) which, while *eventually* boring, did have a decent learning curve and a bit of excitement.

INFO BURST

SUPERCROSS 2000	
FROM:	Acclaim
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	12 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
April	April	No

COST: £40

But, no. *Jeremy McGrath* is as stolid a game as you could ever hope to play, principally because it offers no sort of challenge,.but also because visually it seems to have had all of two minutes lavished on it. The only saving grace is that it's passable to control, meaning that you won't have nasty turning problems or unnecessarily temper-fraying moments of scenery-stickage. Or, at least, not many, though the bikers, when turning, do tend to jerk from point-to-point, rather than move smoothly, leading you to conclude that developers Acclaim-Salt Lake City (previously responsible for the firm's wrestling games) must have recorded just the four 'turning' animations: left, right, a bit more left and a bit more right.

The 16 courses are split into two categories, supercross and motocross, with super offering not-so-super stadium racing, and moto offering some slightly-more-interesting outside courses. Both still offer less-than-enthralling gaming, but motocross *does* have a few unexpected twists and turns and a wealth of high jumps, meaning you can also take advantage of the game's other claim to fame: stunts. By holding down R when you're airborne and wiggling the analogue, you can pull off such tricks as swinging your legs round in a circle, lifting your arms above your head, and thrusting your groin forward like you *really* mean business. Successfully pull off those stunts and you get extra seconds minused from your overall lap time – which would be perfect if it wasn't already *incredibly* easy to clock up unbeatable lap times. (The computer bikers are, for the most part, cretins.)

The game's multiplayer isn't much to write home about, though bizarrely everything seems to run quicker in two-player, while the four-player mode is commendable but instantly forgettable, as no amount of friends can help skirt the fact that *Supercross 2000* is as magnificently uninteresting as Anne Robinson.

TIM WEAVER

PREVIOUSLY IN N64 We gave *V8: Second Offence* the preview treatment in issue 37. Don't argue with us, now.

CO-OP SHOP!
Yes, it's true – whilst *Perfect Dark* will offer the, um, perfect co-op mode, *V8* offers a not-bad alternative. As well as the other, more traditional multiplayer modes (simple deathmatches and team games), you and a friend can tackle the main 'quest' mode together. Framerates are decent, detail is fine and, altogether, it's not too shabby at all.





Aiming is painless, thanks to the oversize targeting indicators.

With an explosion that close by, you can wave a tearful goodbye to your paintwork

'Sunshine' Steel Works indeed – that lens flare is the only shard of light in the entire area.

Car number 13 – unlucky for anyone on the end of its gun.

An opportunity to show the airplane pilot that his cockpit window isn't bulletproof.

VIGILANTE 8 SECOND OFF



More cars! More guns! More of the same!

ALL TERRAIN TRAINING

One genuine, honest-to-goodness innovation that appears in *Second Offence* involves three different wheel-replacement pick-ups for your car. They add a little something to the game by allowing you to travel without penalty over different terrain. Nice.

HOVER!

This little beauty lets you speed unimpeded over rocky and muddy ground, or even shallow areas of water. It also allows you to jump higher and further, although handling is adversely affected.



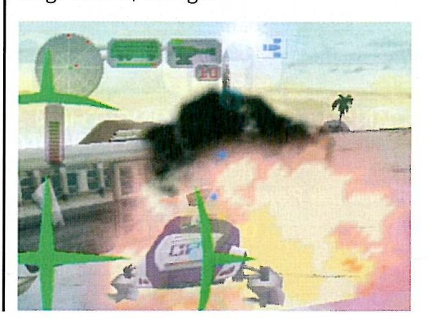
SKI!

Only found on the snowbound levels, this transforms your front wheels into skis and your back wheels into huge treads, giving maximum traction and improved handling in whichever slippy-slidey ice world you're currently in.



SWIM!

Perhaps the best of all, this pick-up equips you with propellers. Most useful on the Florida level, where there are several outlying islands stashed with ammo and pick-ups. Watch out for the huge sharks, though.



INFO BURST

VIGILANTE 8: SECOND OFFENCE

FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

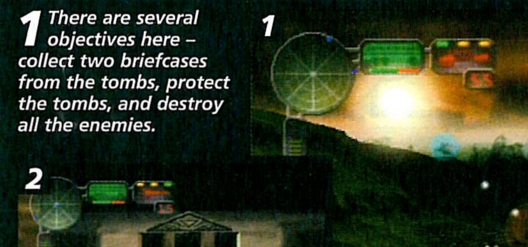
WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

WELCOME TO THE FUTURE

Here's a quick walkthrough of one of the quest mode's levels. We're playing as John Torque, a (ahem) 'bad-ass' chap from the future. Here we enter the Louisiana swamps.



1 There are several objectives here – collect two briefcases from the tombs, protect the tombs, and destroy all the enemies.



2 There's a nice shortcut through the level – simply head up through the mansion. You can even go upstairs...

3 Also, if you want to cross the swamps in this level, simply pick up the propeller icon and you can zoom through the water.

4 Up at the tombs, drive gently into a couple of mausoleums. You'll then receive the briefcases.

5 Once you're up there, though, you can bet the enemy will follow you. Draw them away from the tombs and kill 'em.

6 Luckily, John Torque's car has its own special weapon – namely, this six-shot gun which fires hi-tech explosive rounds. Nicely.

ENCE

◁ The levels are barren, but pretty.

The new hover mode – just like ▽ Lupus in JFG.

Surprisingly, last year's *Vigilante 8* proved to be a thoroughly diverting car combat game. Its potentially limited premise was bolstered by a host of engine-blowing weapons and funky four-wheelers, as well as some sweet hi-res graphics, sturdy analogue control and a delightful N64-exclusive bonus level. Admittedly, it wasn't *perfect*, but it did offer considerably more fun than its PlayStation roots suggested it might.

The inevitable sequel, though, offers virtually nothing new. Sometimes, as we saw with last month's *Mario Party 2*, this isn't necessarily a bad thing, but *V8*'s developers, Luxoflux, are no Nintendo. Whereas more of Mazza's brilliant sub-gamery left us exhilarated and entertained, more *V8*, with its exaggerated physics and simplistic drive-and-shoot premise, just seems needless and dull. In fact, *Second Offence*, while still a passable distraction, just becomes very tiresome very, very quickly.

As before, the handling on the cars is too 'loose', making combat engagements tryingly inexact. It's almost impossible to target an enemy with any degree of accuracy, leading to lots of yawnsome circling and frantic trigger-pulling, in the vain hope of actually hitting anything. And what makes things even worse is the almost identical nature of each mission, which only vary with the addition of simple mission objectives, such as collecting briefcases (?). Yep, there's plenty of different cars to take through the main quest (the most novel – and most useless – being a stunt motorcycle and sidecar) but, well, *so what*?

Equally uninspiring is the game's armoury, which has been expanded to include – hold your horses! – flamethrowers, and while each vehicle's unique special weapon is as faintly amusing as always – especially the dump trucks' ability to pick up enemy cars and toss them into its compactor – there's only really *one* significant addition to the game, and that's the propulsion systems (see 'All Terrain Training').

Everything's technically fine – though the expansion pak-enhanced hi-res mode is a little jerky – and the levels in the game are huge and packed with detail, from the icy toboggan run in snowbound Utah, to the crumbling mansion in Louisiana, to the rocket launch in Florida (where you can pointlessly, and confusingly, propel yourself into the stratosphere, complete with dodgy camerawork). There's certainly loads going on in the levels, but nothing can detract from the game's central problem: it's just not very interesting.

So, what we have here is a slightly tweaked version of an okay-ish game that we've all seen before. It appears that Activision are trying to offer more *Vigilante 8* for your money, and fair enough, but shouldn't they really have done that first time round? There's nothing *wrong* with *Second Offence* as such, it's just pretty average. And, as your Dad might point out, there's no bigger crime than mediocrity.

JES BICKHAM

VERDICT **Second Offence *is a slightly tweaked version of an okay-ish game we've seen before.***

pluses & minuses

+
- Loads of cars.
- Big, detail-filled levels.
- Plenty of weapons.
- Half-decent multiplayer.

–
- Frequently boring.
- Inaccurate combat.
- 'Floaty' physics.
- No different to the original.

If you like this...

Destruction Derby 64
THQ
N64/36, 65%
Smash cars to pieces in this so-so PlayStation update.



7 VISUALS
Fairly smooth, and with loads of detail, but marred by some awful pop-up.

6 SOUNDS
Vehicular sound effects and some dreadful music.

6 MASTERY
Its PlayStation origins show, but the graphics and four-player make up for a lack of pizazz.

6 LIFESPAN
Gets boring quickly, although the multiplayer and two-player co-op modes extend longevity.

VERDICT
Fun in brief spurts, *Second Offence* is simply too similar to the original, and too frustrating, to really succeed. File under 'average'.



Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:



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GO! GO!

Club 64 MAILBOX

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!

Larry Lurex, The Spice Girls and Dino and Martin... surprisingly enough they all make an appearance in this month's Club 64!



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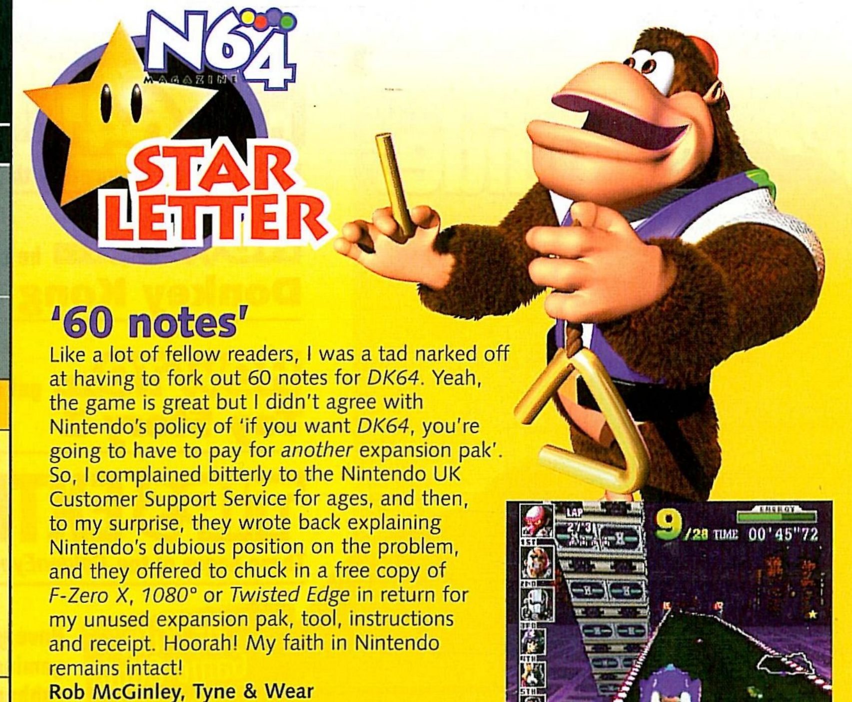
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'60 notes'

Like a lot of fellow readers, I was a tad narked off at having to fork out 60 notes for *DK64*. Yeah, the game is great but I didn't agree with Nintendo's policy of 'if you want *DK64*, you're going to have to pay for *another* expansion pak'. So, I complained bitterly to the Nintendo UK Customer Support Service for ages, and then, to my surprise, they wrote back explaining Nintendo's dubious position on the problem, and they offered to chuck in a free copy of *F-Zero X*, *1080°* or *Twisted Edge* in return for my unused expansion pak, tool, instructions and receipt. Hoorah! My faith in Nintendo remains intact!
Rob McGinley, Tyne & Wear

Blimey. What next, Nintendo launching Perfect Dark *here at almost the same time as America?* **Ed**

△ *The superb F-Zero in exchange for an unwanted expansion pak. You can't ask for more than that!*

'Larry Lurex'

I'm particularly unhappy at you bunch of inept country cretins who don't know the name of Todd Rundgren, the artist Wil was searching for in Virgin Megastore in **N64**/37's Yuletide Buying Guide. He was (and still is) a very talented bloke, having produced Meat Loaf's 'Bat out of Hell' album *and* played lead guitar on the title track, where he changed from a bike engine sound effect to a more conventional sound *without stopping*. Honestly, next you'll be telling me you don't know who Bruce Foxton is or who Larry Lurex was. Tut, tut.
Tom Wyatt, Staines

We stand corrected. Bet you've got a mullet. **Ed**

'Awful lot'

I was watching the James Bond film 'You Only Live Twice' when I noticed that Q's helicopter 'Little Nettie' looked an awful lot like the Gyrocopter from *Pilotwings*.
Ian Tolerton, Northern Ireland

Intreshting, Mish Moneypenny. (Silence). **Ed**

Correction corner

And we would have got away with it...

In **N64**/38, on page 12, you said that $200 is worth about £300 when, in fact, it should be the other way round. You *almost* made fools of yourselves.

Almost. **Ed**

In your How to... smash 'em all in *Smash Bros* tips, you stated that Magikarp flops around uselessly via the Pokémon power-up, but in fact it's Goldeen. Ain't I great?!

Just great. **Ed**

On page six of **N64**/38, you said you were Future Looking *Pokémon Stadium* but, when I turned to page eight, it was *Banjo-Tooie*! Who doesn't know their stuff?
Alan Wales, Aberdeenshire

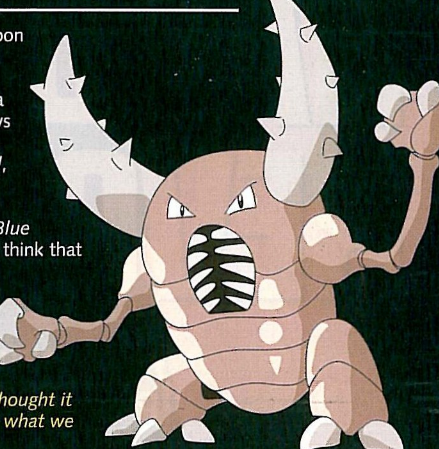
Moving on... **Ed**

On page 93 of **N64**/37 you said that to use Mew you had to open up all four secret characters, but I used Mew with only three secret characters open. Get it right!
Stephen Hughes, Kingston

Yeah, but we got all the other Pokémon stuff right for once... **Ed**

I would like to correct a correction in issue 38 of **N64** Magazine. Daniel Sutoon said that you can catch a Pinsir in *Pokémon Red*. What a twerp! Everyone knows that you can't catch a Pinsir in *Pokémon Red*, you can only get it by trading with a friend who owns the *Blue* version of the game. I think that Daniel owes Martin an apology!
James Lowe, Redhill

See! And we even got it right when we thought it was wrong! If you see what we mean... **Ed**





'Cunning'

After subscribing to **N64** and getting my free copy of the excellent Game Over, I started to realise how ingenious and innovative Nintendo's marketing has been in the past.

So, I kept an eye out for any of the Big N's cunning marketing ploys at the moment and – sure enough – I found one. I was watching Pokémon when I saw an unfamiliar creature in Misty's arms. Afterwards I realised it was Togepi from *Pokémon Yellow*, which hasn't even been released here. Veeeeery clever, getting anticipation up about the next Pokégame like that.
Kunal Gupta, Birmingham

Pfffff, 'cunning marketing ploy'. More like stunning good luck. **Ed**

'Identical'

In response to Harry Carr's letter in **N64**/38, I can confirm that the melody on *Legend of Zelda's* title screen is indeed identical to the whistle theme from *Super Mario Bros 3* on the NES, which is in turn the same as the original melody in the first *Zelda* games on the NES. It's even in the same key (as an accomplished musician, I know these things, see?).
Samuel Fone, London



Thanks for clearing that up. Surprisingly, even Wil couldn't say for sure off the top of his head whether Harry was right. And with that amount of hair, it's not hard to see why. **Ed**

traggots!

'Rude'

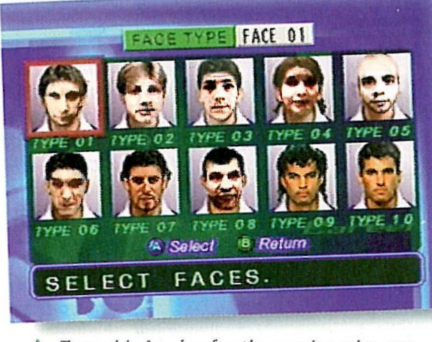
I reckon the new Mario title due to appear on the Dolphin should be an 18-certificate game, with rude language, adult nookie, swearing, blood and violence. It'd be great, know what I mean?!
David Jones, London

Weeeeeeeeell, actually, no. **Ed**

'Face off'

After reading about *ISS Millennium* in **N64**/37, I started to wonder whether Konami could incorporate the GB camera into the game's Career Mode. When you choose a player, you could download your face into the game and turn yourself into a star footballer. Your mate could do the same and then you could face off against each other – *in the game*!
Matthew Hannah, West Lothian

A top idea, that. With Perfect Dark *unforgivably dropping the GB camera feature because of pressure from America, the N64 looks a little short of games that can properly make use of the potential of the peripheral. With me up front, I'd have even more reason to stick another six or seven past Kittsy's frail-looking Colombians. Beaut.* **Ed**



Team 64. A prize for the reader who can correctly identify each team member.

'Speak into'

I was playing *WWF Wrestlemania 2000* when I thought how great it would be to do your own commentary on the Dolphin version. You could plug in a microphone, speak into it and record your phrase, and, for each move in the game, there would be three slots to save commentary into, which would be spoken whenever that move was pulled off. This would also be great for created players, as each wrestler would look different *and* have different commentary.
Chris Almond, Brighton

Great idea. We'd really like to see some interesting new peripherals for the next machine. Nintendo have pushed the compatibility element and, when the Transfer Pak arrives, it'll prove to be an absolute winner. But the N64 could have really benefited from a light gun, and a microphone would also be a great way to extend the lifespan of our favourite games. **Ed**

'Get hold'

Here's one: seeing that *Zelda Gaiden* is set *before Ocarina of Time*, how did Link manage to get hold of Epona? Did he know Malon before

DREAM ON

Dream, dream, dream, (faster) dream, dream, dream...

THE MATRIX
This would be a beat-'em-up to rival the likes of *Tekken* on the PlayStation, where you could play as Neo, Morphius, Trinity or any of the agents in the film, including the evil Agent Smith. You could choose from a variety of arenas from the movie too, like the Kung Fu Area, the subway, skyscrapers and rooftops, and moves would include the ability to slow time and dodge bullets, as well as run up walls and leap huge chasms. The one-player game would see you having to develop your skills and moves, as you would start off, like Neo in the film, not knowing how to use the environment around you. This could be a winner.
Adam Wayne, Gerrards Cross

Imagine if it was developed by Rare too. Ooooooh, sweet. **Ed**

See this first S-Clubber? Mark has dreams about her.

SPICE WORLD 64
This wouldn't be anything *like* the rubbish PlayStation version or slightly dodgy movie. Instead, you can choose to play as any of the Spice Girls, and the idea of the game would be to go round killing off members of other bands like Steps, B•Witched, S Club 7, Westlife and The Vengaboys before they steal your pop crown. You'd be armed to the teeth, and you could also make your own soundtrack using the game's built-in music editor. There'd be stacks of weapons to choose from, as well as different outfits and vehicles – you'd be able to ride round in the Spice Bus, motorbikes and speedboats.
Connair Bloomer, Cookstown

The Spice Girls killing off S Club 7. Yep, we can see their record companies going for that. (Still, we wouldn't mind a pop at Westlife.) **Ed**

Send your ideas for games you want to see to: Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.



BONUS LETTERS

Tellytubbies is a perfect example.
Sam Breese, Sheffield

You're not wrong there, my friend. **Ed**

Hedgehogs are no substitute for little chimps.
Mark Whitfield, Liverpool

Couldn't agree more. **Ed**

Mental friend?
Jack Organ, Hertfordhsire

You tell me. **Ed**

Don't you think it looks a bit childish?
Paul Rodgers, Derry

Not really. Especially not that disemboweling bit. **Ed**

Well, Tim... if that *is* your real name.
Andy Lennox, Scotland

Sssshhh. You'll blow my cover. **Ed**

But, as usual, I ended up where I should have started.
Jason Tohes

Ain't it always the case? **Ed**

You can call me 'The Kittster'.
Kit Oates, Shrewsbury

Question is, are you as terrifying as the real thing? **Ed**

So Pokémon has taken the world by its fingertips?
Ronny Lie, Norway

And its knees. **Ed**

Bond ran out onto a ledge that was above a vat of hot liquid drug.
Chris Carter, Wolverhampton

Nasty. **Ed**

Pikachu controls our minds and will be our leader.
Netrik, Bolton

Unlikely, we'd have thought. **Ed**

I've already got four, but one of them's broken.
Peter Barrett, Northern Ireland

That means you've still got three left, mind. **Ed**

he met her at Hyrule Castle?
Grant Webster, Aberdeenshire

This was such an intriguing question that Mark, when flicking through this month's letters, started muttering, 'Interesting, Mr Webster, very interesting.' Admittedly, Mark talking to himself isn't exactly a new thing, but your question certainly had us scratching our chins. This is what we reckon, anyway: after the end of Ocarina of Time *– when Link gets sent back in time – he goes and helps himself to Epona. Simple.* **Ed**

'Same system'

I'm a massive, massive fan of *GoldenEye*, and have been playing it non-stop for three years. Now, here's the thing: I've been using the default *GoldenEye* controls for that time because I absolutely *hate* the *Turok* set-up, but every game I come to buy now – the *Turok* games (obviously), *Rainbow Six*, *South Park*, *Armorines*, even *Jet Force* to a certain extent – all use the same system, *Turok*! It's so frustrating because it means I just can't play some of the N64's best games.
Nick Collings, Marlow

Well, unfortunately, we won't touch a first-person shooter in the **N64** *office unless it's got* Turok *controls. No one – not even the erratically-minded Andrea – will use the default* GoldenEye *set-up. Are we alone? Does everyone else play* GoldenEye *with Honey controls, or is Nick the only person in the world who dislikes the frankly superior* Turok *controls? Write in and tell us!* **Ed**

'Finnish'

In a Finnish gaming magazine, a bloke asked in the Mailbox section – and I quote – "Isn't Rare part-Nintendo owned? So, why are they making games for the Dreamcast?" Excuse me!! Are Rare really doing games for Sega? Tell me it's not true!
Janne Kastila, Finland

Strangely, considering this is a load of old cobblers, we've had a few questions about this, this month. So, to clear things up, no, Rare are not making Dreamcast games. Quite how this rumour started is anyone's guess; perhaps someone looked at the Perfect Dark *screenshots and couldn't quite believe they looked better than anything on the Dreamcast.* **Ed**



Those well-known Nintendo characters, Dino and Martin.

'Martin'

I was recently on holiday in the Canary Islands when I spotted this strange toy. Yup, you read right, it's called, 'Dino and Martin'. Dino and Martin?! (Oh, and note Yoshi's dodgy X-ray-style eyes.) Is this a cheapo foreign rip-off... or something else?
Alex Colling, Newcastle

Oh, yeah, we never got round to mentioning last issue that this is part of Mario's 'changing personality' on the Dolphin. He's going to be called Martin and possess an almost lethally psychopathic personality. Yoshi – or Dino as he'll be called on Dolphin – will be a Battlecat-like animal sidekick who is also capable of ripping off limbs with his teeth. Should be good, eh? **Ed**

So tell me this

1. When will the Transfer Pak be released over here?
2. How much is it likely to cost?
Adam Pilbrow, Basingstoke

1. April 7th. It'll be bundled with Pokémon Stadium.
2. It'll probably cost around 50 quid as a bundle with the game (maybe even less once the usual shop discounting schemes kick in) and a measly tenner on its own.

1. When is *Tony Hawk's Skateboarding* coming out?
2. What is the probability of Dolphin having Internet access?
3. Will Nintendo bring out a mouse and keyboard for Dolphin?
Pierre Hyde, Welwyn Garden City

1. No news yet, disappointingly. It's supposed to be some time this spring, so look for it around the lucrative Easter period. It's pretty much finished from what we hear.
2. High. If it doesn't, we'll personally run naked through the streets of Bath. Dreamcast set the precedent and now all other machines have to follow. You can bet your house that Ninty will get it up and running a hell of a lot more smoothly than Sega have done, though. Dreamcast is a real old plodder when it comes to the information superhighway.
3. Possibly. It would seem logical if the Internet plans go full steam ahead.

1. Now that Capcom have brought out *RE2*, will they be doing a version of *Dino Crisis* on the N64?
2. Will Game Boy Advance still use cartridges?
Ravinder Bhara, Birmingham

1. Nah, wouldn't have thought so. Capcom's only N64 project is Resident Evil Zero. Don't worry, though, as they'll be big players when it comes to Dolphin development.
2. Yep. It's the preferred format at Nintendo HQ.

Have you heard any more news on *Shadowman 2*?
Terry Sillafield, Cardiff

Not yet, but we're expecting some sort of announcement soon. When we last chatted to our friends up at Iguana, they told us they had the story all planned out and were getting ready to start as soon as Dolphin development kits arrived. Rumour has it, those much-sought-after kits might have already arrived on Teesside.

1. When's *ISS Millennium* out?
2. What happened to *Ronaldo Soccer* from Infogrames?
David Roe, Wrexham

1. Still 'April time' according to Konami, but we suspect they might hold it over so it ties in with this summer's Euro 2000 championships.
2. Canned. It actually appeared as UEFA Soccer on Dreamcast and PlayStation and was okay-ish. We reckon you're still better off with ISS Millennium.

N64 Magazine, So tell me this..., 30 Monmouth St, Bath, BA1 2BW

DOLPHIN FACTORY!

What Nintendo's next console is going to look like... er, possibly...

*Trombone-brained funster **Sam Brinkley** has come up with a top grade CD player-cum-DVD-cum-console. Oh, and there's a big old six controller ports too. Top job!*

*△ **Chris Lowe** from **Tyne & Wear** mulled over what the Dolphin controller might look like. Looks interesting, this'n...*

*△ 'Maximum' **Mark Joliffe** from **Devon** produced a swish-looking console/movie player combo.*

*▷ Oh, there's... three... steps to Heaven (tra, la, la, la, la.) **Michael Everett** from **Bristol** presents a three-piece Dolphin ideas-fest.*

*△ Aaaaaand finally **Simon Clark** from **Evesham** presents his computer-drawn piece of desk top technology – and, boy-ee, what a beauty.*

Reckon you know what Dolphin's going to look like? Send in your designs to: Dolphin Factory, Club 64, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

The N64 Magazine BOARD

Go on, be artistic!

△ Bouncy Jack from Tetrisphere. Top pencilling by James Ashworth in Cheshire

△ Mario the 'Tubster' all the way from Holland. Thanks to Tjeerd van Deemter for this one.

◁ Jon Barber from Sheffield sent us this fantastic pic of young Link.

▽ The N64's cutest characters all lovingly drawn by J Dingby.

Well done to Sam Baird from Staffs for this colourful drawing of ▽ Cubone and Horsea.

△ Ian Ellis from Wrexham sent in his picture of Darunia. Top stuff!





HOW TO... powerslam your way through ECW HARDCORE REVOLUTION

Get ready to lay the maximum amount of smack down.

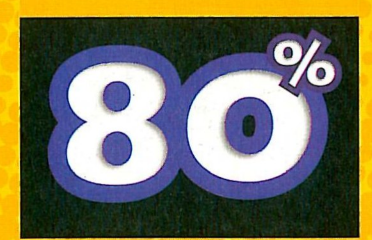
by Daniel Glenfield

WHAT WE SAID



We reviewed *ECW Hardcore Revolution* in issue 39 and this is what we concluded:

"Comprehensive and authentic, but lacking both improvements and a big name license."



They might have the most ridiculous names in wrestling, but the boys and girls from Extreme Hardcore Wrestling are just as willing to get into a massive ruck as their WWF counterparts. In fact, the scraps in *ECW Hardcore Revolution* are just about the nastiest and bloodiest we've ever clapped eyes on – and there's plenty of swearing in there too!

Acclaim's combo-based control system certainly isn't the easiest to get your fingers round, though, and figuring out the best way to cage Raven or kiss the Dreamer goodnight can be a real struggle.

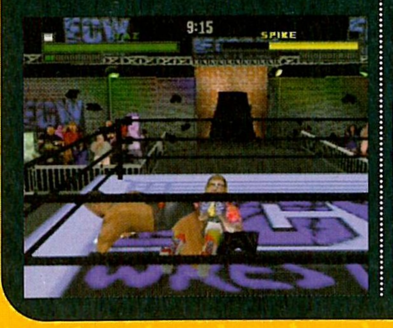
So, that's where our four pages worth of handy hints come in – soon, you'll be breaking bones and bludgeoning foreheads with consummate ease. Wrestle with this!

ON THE CANVAS

Get those rasslers the smack down... or something...

FULL ADVANTAGE

If your opponent's health is good then use a running elbowdrop, but if their health is lower use the stomp. Running attacks do lots of damage to a stunned wrestler, but take longer to perform.



HOLDS/SUBMISSION

Move to your opponent's head or legs and check your list for a hold (submission moves use the D-pad). The amount of pressure is indicated by the meter underneath your name – tap A repeatedly to apply more.



SPLASH DOWN

While your opponent's lying unconscious, take the opportunity to climb on top of the cornerpost and then splash down for some major hurting. He won't know what's hit him!



THE WORKSHOP

There's a whole wealth of basics to master before you get going on the fancy stuff..



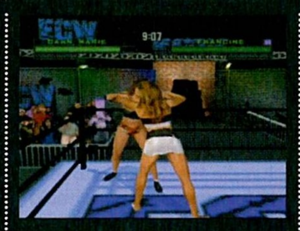
BLOCKING

Blocking is unnecessary while you're battling against the CPU characters, but it can make the difference between winning and losing in a two-player brawl. Not only can you block basic kicks and punches but you can also stop ready moves, such as the hip toss.



READY MOVES

Moves like the suplex and body slam are often reversed by other fighters, but each character has at least two ready moves that are nearly impossible to counter: Rhino will get beaten senseless with the hip toss; his short arm clothesline and neckbreaker are far more reliable.



GRAPPLING

If your ready moves are blocked then switch to grapple tactics. Tapping Left-C brings up your battle commands and you need to look for a powerful suplex or drop. If you find yourself in a grapple keep tapping A, B, or Left-C to fight back with a move such as the wristlock.



HIGH RISK MANOEUVRES

In your moves list you'll find one or two attacks that need three directional presses instead of just two. These are your bigger, more damaging throws but be warned, performing them does leave you open to attack while you're pressing the buttons.

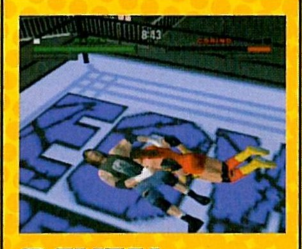


EXTRA MANOEUVRES

When your opponent's health has dipped into the dark orange/red area (like Raven's above) check your ready moves list and you'll find an extra high risk attack. Also check the list when you're locked in a grapple – you might find another…

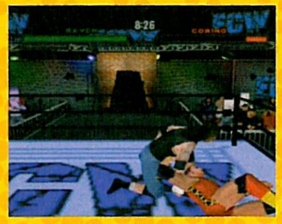
RATED RASSLERS

Want to guarantee your opponent hits the canvas? Here's a list of our favourite fighters and the moves that'll wreak maximum damage…



RAVEN

Best move
He's got plenty but the **Double Arm DDT** is tops, causing heavy damage from all angles.



Most reliable
The **Snapmare** is easy and very fast.



Finisher
Evenflow DDT



TAZ

Best move
Witnessed now by fans of the WWF, the **Reverse Tiger Tazplex** is effective due to Taz's fantastic reach.



Most reliable
His **Headlock Takedown** makes light work of rivals.

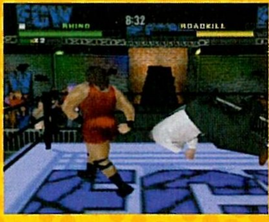


Finisher
Tazmission



RHINO

Best move
The **Spinning Neckbreaker** can be used quickly again and again, stunning on the third strike.



Most reliable
His **Shortarm Clothesline** is simple and very strong.

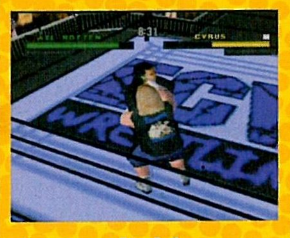


Finisher
Sitout Piledriver

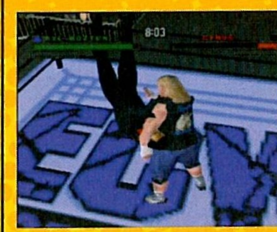


AXL ROTTEN

Best move
The powerful **Gorilla Press Slam** makes short work of adversaries thanks to Axl's huge reach.



Most reliable
Check your list for the **One Handed Chokeslam**.



Finisher
SST



DREAMER

Best move
From a grapple, hit them with the **Big Head Punch** and then admire the damage!



Most reliable
The **Fallaway Slam** lifts up and *over* every time.



Finisher
Dreamer DDT

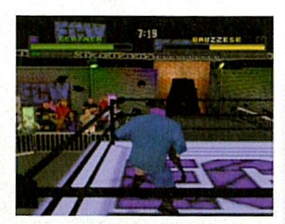


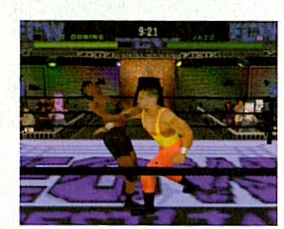
PLAYING DIRTY

When fighting fair doesn't reap results it's time to resort to some decidedly dodgier tactics. Here are our favourites...

LOW BLOW

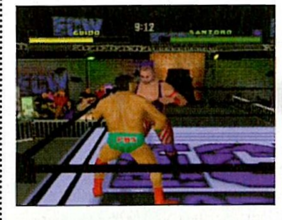
If you've been knocked off your feet and your opponent is towering above you, while you're struggling to get back up again repeatedly stab the B button. Depending on which character you are playing as, you should be able to deliver an eye-watering low blow or, even better, a swift and painful uppercut.





SIDESTEP ATTACK

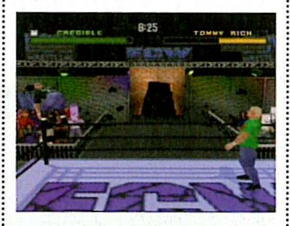
To protect yourself while carrying out high-risk moves, tap R to move sideways, then start to press the D-pad so that when you come out of your sidestep you just have to press one button to perform the attack. This tactic also works when you're getting up off the canvas.

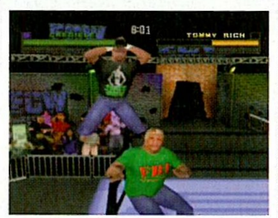




CORNERPOST TERROR

Wear your victim's bar right down and floor him to the edge of the ring. Then *run* to the opposite post and wait until he charges at the ropes before connecting a double axe handle smash to his bonce. A few more throws should stun him before you run to the other buckle to repeat the process.





MY WHAT BIG ARMS YOU HAVE...

Certain wrestlers have a bigger reach than others which means that you can perform a move from a distance. This works well against unsuspecting fighters and is especially effective when backing away (stop and then tap the buttons quickly to perform the move).

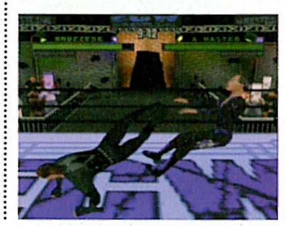




SURPRISE TAKE-DOWN

Running moves are always risky to perform but they can be remarkably effective. You can quite often catch an unsuspecting human opponent offguard by charging towards him at short range and then tapping the A or B button to plant a heavy blow on his person.





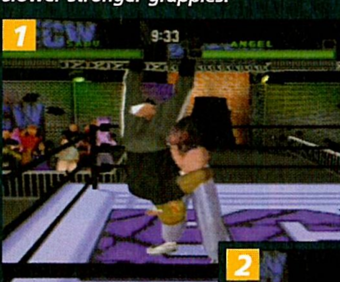
CAREER MODE

HOW TO... make it from flea-sized success to all-out champ – in one easy go!!

ONE-ON-ONE

1 *Get stuck in with your ready moves right from the start, never giving your opponent a chance to fight back. Weaken with slams and chokes before launching into the slower stronger grapples.*

3 *Pin when their health goes down to red for certain victory – remembering your finisher first for style.*





2 *When you have your enemy's health bar dark orange or lower, use one of your submission holds (most characters only have one). These aren't regular holds, as you need to use the D-pad. Tap A furiously to raise the orange number to 10 and your foe will give up!*

TAG TEAM

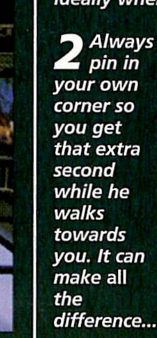


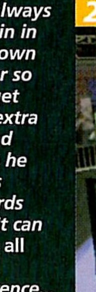
1 *Your partner is a bit stupid and has to be told when to enter the ring. To call for help, tap R + Bottom-C. You can do this at any time but ideally when you're pinned.*



3 *If you're still having problems, stun the partner and then powerbomb/small package etc. the main man, taking you straight into a pin. Persistence pays off.*

2 *Always pin in your own corner so you get that extra second while he walks towards you. It can make all the difference...*







4 *And don't forget there's a guy waiting outside the ring if your strength gets low. Tag him in to continue fighting!*

THREE WAY

1 This isn't a last man standing contest, instead, the winner is the first to successfully pin one of the other rasslers. (Unless it's a dance match – check on the pause screen.)

2 You'll have to weaken both enemies until you're able to knock them out long enough to pin without interference. As in the tag match, stun one guy with a few neckbreakers or slams and then powerslam the standing man so you can perform a fast pin.

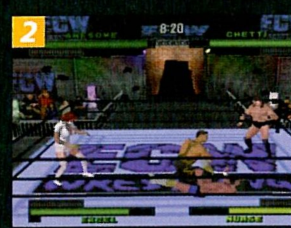


3 Stay out of danger by letting the two morons fight it out while you stand completely still, regaining your strength. They will, naturally, come after you but slap them around a bit until they go away again.

TORNADO/FOUR-WAY DANCE

1 It's a two-on-two non-tag match which makes for a lot of carnage! Save your mate from being pinned to keep the pressure off yourself – he'll take the flak.

2 The opposition will switch between both of you, even choosing to double up, so be ready with the L button.



3 If you're frustrated by an opponent not wanting to fight, either perform a running dropkick, to get their attention, or press Left-C when you're directly behind them for a rear grapple. You'll have to be quick deciding which to choose, though.

TWO-ON-ONE

1 This incredibly frustrating glitch still hasn't been fixed from Warzone.



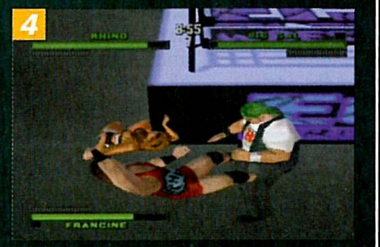
Press L to switch between the two opponents – very slowly – and... then... wait... until... you're... facing one before using a manoeuvre.

2 Never use moves like the hip toss that are easy to counter – you can't spare the energy!



3 From the start, hop outside the ring and run to the corner – you stand a far better chance out there.

4 Repeatedly perform a quick move like the neckbreaker until he's stunned. Then, as you rise, press L to switch opponent and use the neckbreaker until he's also stunned.



THREE-ON-ONE



1 The good news is that you can win with a count out, but not all the time. If the timer appears when you're outside, focus on one man and use multiple moves to stun him until there's only a second left, then hop on the canvas and he'll be eliminated. Use exactly the same tactics for the two others.

2 If you can't get a count out, for example in a barbed wire match, it's a lot harder. Use the tactics we advised in the 2 on 1 match, swapping between the opponents, and run the timer down. Hopefully the referee will award you the match.



3 It's easier to keep away from the group and let one approach you.

LUMBERJACK



1 This is essentially a one-on-one event, but with the addition of two hulking brutes standing outside the ring, just waiting to beat anyone up if they step onto the floor.

2 If you can, stay away from the edge of the ring while you're fighting, otherwise the surrounding wrestlers will try hauling you over the ropes.



3 From a grapple, throw your rival out of the ring, straight into the vice-like grip of the waiting thugs.

CAGE

1 Whether it be a one-on-one, or a tornado battle, cage matches all operate under the same rule – to win you must be the first person to touch the arena floor. However, you can only leave the cage when all other participants' strength bars are in the red. To get out, climb up, then press Down and Top-C.



2 If you fancy spilling some blood, throw your opponent into the cage wall from a grapple. Just hurl him as you would in a regular ring and then watch the blood pour from his battered face.

3 If you're in a tornado match and you see your rival escaping, hold A to rattle the bars and bring him tumbling back down again.





HOW TO...
be top banana in
DONKEY KONG 64

Take command of *DK64*'s multiplayer and chimpress your friends!

by Mark Green

WHAT WE SAID

We reviewed *Donkey Kong 64* in issue 36 and this is what we concluded:

"Incredibly, Rare have bettered *Banjo*. Weeks of play wrapped up in one impressive package."



Punching monkeys in the face is always a welcome treat – it's good to establish exactly who's top of the evolutionary scale, after all. And *Donkey Kong 64*'s multiplayer is a beaut, offering the chance to face off against three monkey-shaped friends with a wealth of bullets, grenades and karate-style fighting moves at hand.

So, after three packed instalments of our *Donkey Kong 64* one-player guide, we're now turning our attention to the multiplayer game. With the help of these handy tips, you'll be kicking the likes of Donkey, Chunky and Tiny to kingdom come with absolutely no trouble at all – and bopping Lanky on his stupid red nose with pleasing regularity.

Arena Power-Ups

Goodies to grab during the single-screen battle mode.

Orange: A firey wall that spreads across the arena. To dodge it, stand at the opposite end of the screen, or move closer to ensure you're not chucked off the platform.



Blue banana: Freezes your opponents indefinitely, unless they waggle their sticks to escape. Use the third part of a triple attack to knock them out of the ring before they escape.

Yellow banana: An irritating burst of speed for five seconds that usually results in you skidding into oblivion. Avoid it, or run in a circle to avoid a fall if you accidentally grab it.

Ammo box: A mere five bullets with which to knock your friends around with. It's best to hold down Z to switch to the useful rotational controls.



Crystal: You've got a giant monkey on your hands for five seconds, allowing you to squash whoever's in your path. Very handy.



?: Any of the above, or:
Shrink – Scamper in a wide circle to avoid being flattened.
Reverse Controls – Look for the telltale skid to avoid falling off.
Slow – Stick to the edges and pursuers should run past into the ether.

Ammunition

GUN AMMO

Using it: Regular ammo is held in storage even after collecting the homing variety, so gobble up as much as possible. When it comes to firing, hold Z to freeze on the spot and switch to a



useful rotational aiming system.

Avoiding it: Usually, veering away in one direction and jumping like a loon reduces the chances of being hit. Also, standing shoulder-to-shoulder with a blasting ape makes their shots powerless, bizarrely.

HOMING AMMO

Using it: A mixed blessing – the homing effect needs distance to kick in, so you'll need to stand far away for the best effect. Fire off as much as you can,



though, as you'll have plenty of bog-standard ammo in reserve.



Avoiding it: Running around your foe in a tight circle means you'll be too close for the homing ammo to do its homing. Put your own gun back in your pocket, too, to give you a bonus burst of running speed.

ORANGE GRENADE

Using it: The grenade explodes on its fourth bounce, so lob it from up high for greater distance. There's a subtle homing effect, but it's often best to use walls to





bounce the fruity bomb back into a fleeing enemy's face.

Avoiding it: Again, sticking close to the enemy is the unlikely course of action – the grenade will soar over your head or simply sidle past. If an orange is making a beeline for you, try leaping over it.

HANDS AND FEET

Using it: Recommended. Without your gun, no aiming is required and you move more quickly. Try to hold back and make

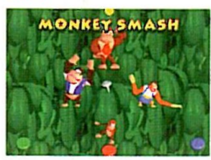


contact with only the third part of a three-hit combo, chomping a whole melon of damage.

Avoiding it: Your arm-waving opponent needs time and correct positioning to make contact, so foil their plans by darting left and right, or take a running jump to leap over your startled counterpart.

WHICH CHARACTER?

In the Arena game, it's best to select Lanky or Chunky – surprisingly, Chunky has the fastest moves and the highest jump, while Lanky has the furthest reach with both his B-button moves and the A+B 'floating' attack. In the Battle game, Donkey's a good bet, thanks to his speed-boosting leg-kick on B.



CAMERA CLASS

Taming the camera is integral to success in *DK64*'s battle mode. Using R to flick it behind you should be a last-ditch, out-of-battle resort, as it's such a slow process. In battle, use frantic tapping of Left-C and Right-C to keep your enemy in view at all times.



Eight winning tactics

1 Know your warps The teleport pads usually lead directly to ammo, and standing stock still on a warp exit prevents a pursuer from activating the other end – they'll soon get bored of waiting.



2 Your round Circle-strafing is near-impossible, but by 'flicking' left or right after you've scored a hit, you'll find the panicking enemy in your sights once more.



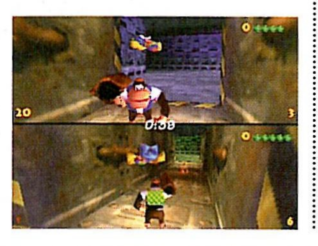
3 Underwater love Not only do moats contain a wealth of power-ups, they're also the ideal place to flee a chasing ape or hide altogether. Leaping from the drink is a great shock tactic, too.



4 Sniper Off It's tempting to pick people off from a distance, but there's rarely a sniping position that's totally safe. Additionally, your faraway victim only needs to use homing ammo to nab you.



5 Acrobatics Jump just as you're about to collide with another monkey and you'll perform a neat roly-poly right over the top of them, which proves very handy for making a sharpish getaway.



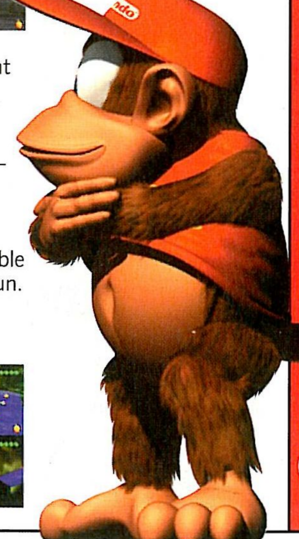
6 Autofire There's ammo everywhere in *DK64*, so there's no excuse not to continually fire off homing ammo and grenades. Smacking someone by accident isn't unlikely.

7 Make haste Certain attacks – such as Donkey's B-button leg kick – provide a very brief turbo boost. Invaluable when shadowing a monkey without a gun.



8 Use height Not only can you pick people off from above, but dropping to the floor and switching direction provides a handy escape route when someone's chasing.





HOW TO...

get started in

TOY STORY 2

You've probably seen the film by now, but what about the game? Have some handy hints on us...

by Jes Bickham

WHAT WE SAID



We reviewed *Toy Story 2* in issues 39 and this is what we concluded:

"Likeable and imaginative, *Toy Story 2* is a solid, hard-working 3D adventure."

N64 MAGAZINE STAR GAME



Toy Story 2, then – not bad at all for a film-licensed game (take a look at the rancid *A Bug's Life* to see how bad things can get), and thus deserving of some worthy tippage. There's plenty of things to find and collect in *Toy Story 2*, so here's a little guide to getting the trickiest objects from the first three levels. Enjoy!

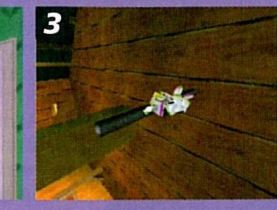
ANDY'S HOUSE Find the Sheep

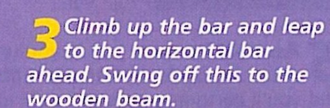
'Little' Bo Peep has lost her sheep. And here's where they're hidden...

In the Loft

1 Shimmy up to the loft using the pot plant to get on the table and then jumping to the rope.



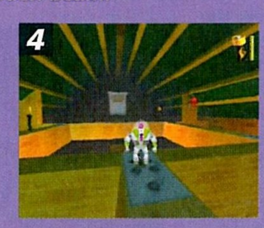




2 Push the box along, clamber on top of it and leap on to the see-sawing plank. From here jump over to the metal bar.

3 Climb up the bar and leap to the horizontal bar ahead. Swing off this to the wooden beam.

4 From here, make your way along the beams to the far end of the room, where you'll find the sheep.



In the Living Room

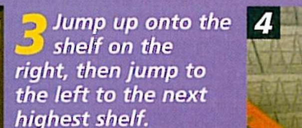


1 Jump up onto the brown armchair, and use it (press A then Bottom-C) to catapult yourself onto the shelf high up in the corner.

2 Now, simply run across the bookcase and leap up to the opposite corner to grab the sheep. Easy.

In the Basement

1 Once in the basement, leap over the green ooze to reach the large wooden platform.





2 Clamber up the boxes and double-jump over the gap to the shelf facing you.

3 Jump up onto the shelf on the right, then jump to the left to the next highest shelf.



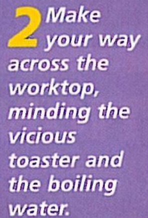
4 Slide down the rope, in a 'deathslide' style, and voilà! You'll end up on a shelf containing the third sheep.

In the Kitchen



1 Push the upturned bin until it hits the high chair – jump up it until you're on the worktop by the sink.

2 Make your way across the worktop, minding the vicious toaster and the boiling water.







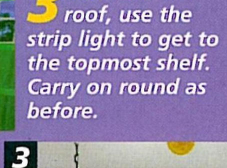
3 Via the fridge, get up on the topmost cupboards, and push the kitchen scales back down onto the worktop.

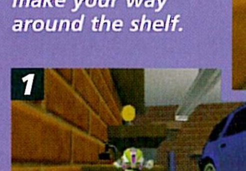
4 Jump down and use the scales to make a super-jump onto the opposite cupboard, where you'll find a sheep.



In the Garage

1 Jump up the box to your left as you enter and, using the brooms, make your way around the shelf.





2 Leap onto the spade at the end (it'll fall to the ground), then to the dustbin, and then onto the car.

3 From the car roof, use the strip light to get to the topmost shelf. Carry on round as before.



4 And, right around the room, you'll find the final sheep. Go back to Bo Peep – on the table – and claim your Pizza Token.

ANDY'S NEIGHBOURHOOD Find the Soldiers!

The sergeant has carelessly misplaced his soldiers. Typical, eh? Best find them, though…

In the Yard



1 You'll see several molehills in this area – the first soldier will randomly pop-up from each and fire a flare.

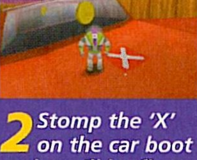


2 As soon as he appears, stomp on the mound. Eventually, he'll run out of molehills and you'll be able to capture him.

By the Car

1 Stomp the two pads by the car's wheels and you'll be able to clamber onto the car from the front.

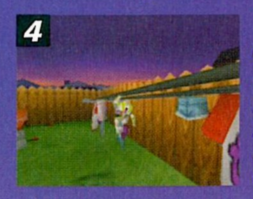




2 Stomp the 'X' on the car boot and you'll be flung onto the washing machine ahead of you.

3 Push the plank of wood and run up it, then jump onto the washing line. This is where things can get a little bit tricky…





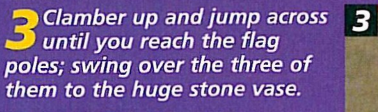
4 You'll have to switch between the three washing lines to avoid hitting the clothes. The basket at the end of the left-most line contains the second soldier.

By the Pool

1 Use the chair to get across to the first palm tree. Shimmy up it and leap across the bird bath, then onto the next tree.



2 From here, jump to the stone pedestal and push the plank of wood over. This'll create a handy ramp to the next tree.



3 Clamber up and jump across until you reach the flag poles; swing over the three of them to the huge stone vase.





4 From here, it's simple to get to the final tree. Head to the top of it and you'll discover the third missing soldier.

GO! GO!

ANDY'S NEIGHBOURHOOD cont...

On the Swings

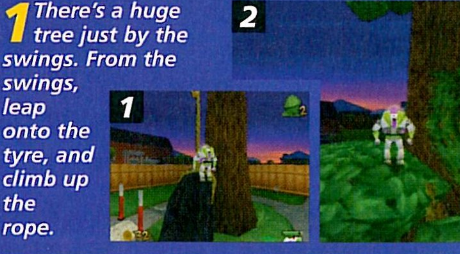
1 You really can't miss him. He's sat on the second swing, merely inches from the first. Easy, eh?



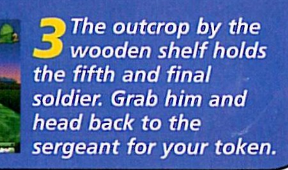
On the Tree

1 There's a huge tree just by the swings. From the swings, leap onto the tyre, and climb up the rope.





2 The various leafy outcrops can be used as platforms to leap up on. Use them to proceed up the tree.



3 The outcrop by the wooden shelf holds the fifth and final soldier. Grab him and head back to the sergeant for your token.

CONSTRUCTION YARD Find the Workmen!

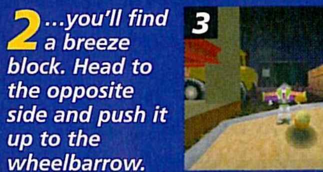
They look like weebles, but they're workmen. Honest.

On the Wheelbarrow

1 Look directly to the left of you as you start, and you'll spot a wheelbarrow. On the other side of it...



3 Hop up the block to the wheelbarrow and you'll find the first little weeble-shaped tinker. Nice.



2 ...you'll find a breeze block. Head to the opposite side and push it up to the wheelbarrow.

In the Hut

1 Leap over the hurtful green ooze and get up on the chair. From here, proceed up to the table.



3 It's possible to leap around the bookcase that obstructs you. If you can't do that, use the drawers that periodically slide open.



2 Climb up the wooden post and jump to the small shelf. Carry on over to the filing cabinet.



4 Look around the other side of the bookcase and you should find the second 'little tike'.

In the Tractor



2 The third workman can be found in the cab of the tractor – nothing too taxing, here.



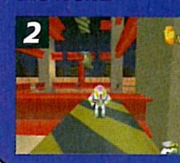
1 Around the back of the tractor (it's big and yellow – you can't miss it) you'll find some steps. Go up them.

On The Girder

1 Hit the switch in the tractor cab while you're there and quickly make your way to the scoop at the front.



3 Make your way clockwise around the girder, minding the hammers. Voilà!

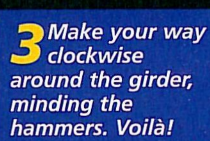


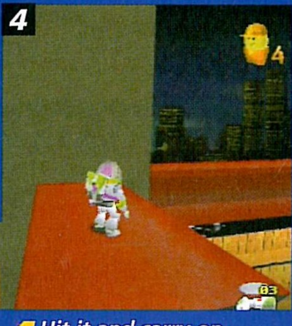
2 Jump on the scoop just before it starts to rise and then leap over to the girder when you reach it.

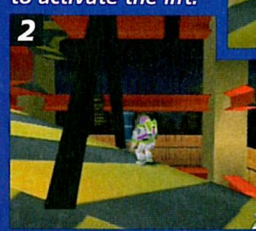


At the Top

1 Veeeery tricky, this. Carry on around the girders after finding the fourth workman, and hit the switch to activate the lift.







2 Jump on the striped girder, then jump from this to the next striped girder as it moves up.

4 Hit it and carry on round, jumping onto more of the moving girders until, eventually, you reach the topmost level.



3 Jump to the next perimeter girder and make your way to the hanging chains – swing across these to the next switch.



5 Look for an outcropping of metal – the final workman can be found at the end of this. Don't know how he got there, though.


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TIPS EXT

GoldenEye special!

Remember that lengthy button-tapping code that created an extra set of multiplayer characters in *GoldenEye*? Well, the magnificent Dr Ian has uncovered a gob-smacking *26* new codes that allow access to all the game's cheats. Deep breath, then...

READ THIS FIRST!

Complicated codes, these. For every step, hold down the shoulder button(s) required, then push the C or D-pad, quickly let go, and move onto the next step within around three-quarters of a second. Helpfully, the 'Activate Cheat' codes beep when you've entered them correctly.

ON CHARACTER SELECT SCREEN

Extra characters
L+R+Left-C
L+Top-C
L+R+left on the D-pad
L+right on the D-pad
R+down on the D-pad
L+R+Left-C
L+Top-C
L+R+right on the D-pad
L+R+Bottom-C
L+down on the D-pad



DURING NORMAL PLAY

Invincibility
L+down on the D-pad
R+Right-C
R+Top-C
L+right on the D-pad
L+Bottom-C
R+Top-C
L+right on the D-pad
R+down on the D-pad
L+left on the D-pad
L+R+Right-C

All guns
L+R+down on the D-pad
L+Left-C
L+Right-C
L+R+Left-C
L+down on the D-pad
L+Bottom-C
R+Left-C
L+R+Right-C
R+up on the D-pad
L+Left-C

Max ammo
L+R+Right-C
R+up on the D-pad
R+down on the D-pad
R+down on the D-pad
L+R+Right-C
L+R+left on the D-pad
R+down on the D-pad
R+up on the D-pad
L+R+Right-C
R+left on the D-pad

Line mode
R+Bottom-C
L+R+down on the D-pad
L+right on the D-pad
R+Top-C
L+R+Right-C
R+up on the D-pad
L+down on the D-pad
L+right on the D-pad
R+Left-C
R+Top-C



Invisibility
R+Left-C
L+R+Top-C
L+R+left on the D-pad
L+R+up on the D-pad
R+up on the D-pad
L+Left-C
R+Top-C
L+Bottom-C
L+R+left on the D-pad
R+right on the D-pad

ON CHEAT SCREEN

Paintball mode
L+up on the D-pad
Top-C
R+right on the D-pad
L+R+Left-C
L+up on the D-pad
R+Bottom-C
L+Bottom-C
L+R+Bottom-C
L+R+up on the D-pad
L+Bottom-C

Invincibility
R+left on the D-pad
L+down on the D-pad
left on the D-pad
up on the D-pad
down on the D-pad
R+Left-C
L+Left-C
L+R+left on the D-pad
L+R+right on the D-pad
L+Left-C

DK mode
L+R+up on the D-pad
Right-C
R+left on the D-pad
R+up on the D-pad
up on the D-pad
R+right on the D-pad
up on the D-pad
L+R+Bottom-C
L+R+down on the D-pad
L+R+Left-C

2x Grenade Launcher
R+down on the D-pad
R+up on the D-pad
right on the D-pad
L+R+Bottom-C
L+right on the D-pad
R+left on the D-pad
left on the D-pad
down on the D-pad
up on the D-pad
R+Bottom-C

2x Rocket Launcher
R+right on the D-pad
L+up on the D-pad
down on the D-pad
down on the D-pad
R+Bottom-C
L+left on the D-pad
L+Left-C
R+up on the D-pad
R+down on the D-pad
R+Left-C

Turbo mode
L+down on the D-pad
L+Bottom-C
L+R+up on the D-pad
R+Bottom-C
left on the D-pad
R+down on the D-pad
L+Bottom-C
up on the D-pad
R+down on the D-pad
L+right on the D-pad

No radar (multi) cheat
R+up on the D-pad
Bottom-C
Left-C
Top-C

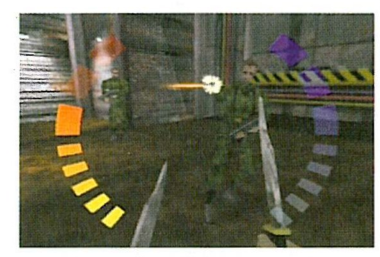
RA

With tips for *Perfect Dark* likely to be rolling in for months, if not years, it's the ideal time to bleed *GoldenEye* dry of cheats and quirks. Feast your peepers on three pages worth of breathtaking tips.

L+down on the D-pad
R+up on the D-pad
Left-C
right on the D-pad
R+left on the D-pad
R+right on the D-pad

Tiny Bond
L+R+down on the D-pad
R+down on the D-pad
L+Bottom-C
left on the D-pad
R+Left-C
L+R+Bottom-C
right on the D-pad
down on the D-pad
R+Bottom-C
R+right on the D-pad

2x Throwing Knives
R+Left-C
L+left on the D-pad
up on the D-pad
L+R+right on the D-pad
right on the D-pad
L+R+Left-C
L+R+Left-C
R+down on the D-pad
R+left on the D-pad
R+Left-C



Fast animation
L+Bottom-C
L+Left-C
Bottom-C
Right-C
Left-C
L+R+right on the D-pad
Right-C
L+R+up on the D-pad
R+Left-C
L+left on the D-pad

Bond invisible
L+R+Left-C
L+R+Bottom-C
L+Left-C



R+Left-C
R+right on the D-pad
L+R+left on the D-pad
L+right on the D-pad
left on the D-pad
L+R+Left-C
L+down on the D-pad

Enemy rockets
L+R+Bottom-C
Left-C
R+Bottom-C
Bottom-C
Bottom-C
L+R+Bottom-C
L+R+up on the D-pad
Bottom-C
R+up on the D-pad
L+up on the D-pad

Slow animation
L+R+left on the D-pad
L+R+left on the D-pad
L+R+down on the D-pad
L+R+left on the D-pad
Right-C
L+R+down on the D-pad
L+R+down on the D-pad
L+down on the D-pad
Left-C
Top-C

2x RCP-90
up on the D-pad
right on the D-pad
L+left on the D-pad
R+down on the D-pad
L+up on the D-pad
L+Left-C
L+left on the D-pad
Right-C
Top-C
L+R+down on the D-pad

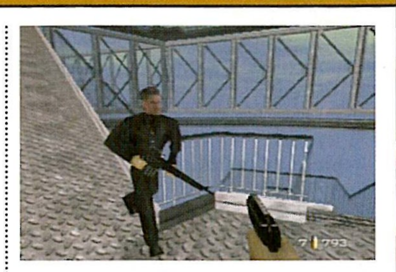
Silver PP7
L+left on the D-pad
L+R+up on the D-pad
L+right on the D-pad
L+R+up on the D-pad
L+R+Left-C
L+R+left on the D-pad
L+R+down on the D-pad
Bottom-C
L+R+right on the D-pad
L+R+left on the D-pad

2x Hunting Knives
R+Bottom-C
L+right on the D-pad
R+Left-C
R+right on the D-pad
L+R+right on the D-pad
L+R+up on the D-pad
L+down on the D-pad
R+left on the D-pad
L+right on the D-pad
L+Left-C



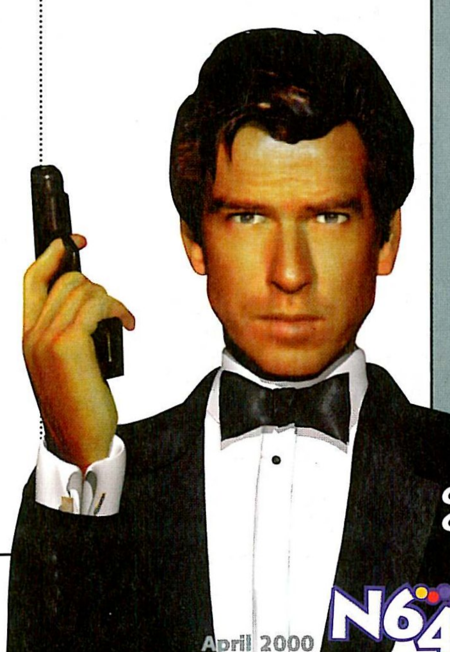
Infinite ammo
L+Left-C
L+R+right on the D-pad
Right-C
Left-C
R+left on the D-pad
L+Bottom-C
L+R+left on the D-pad
L+R+Bottom-C
L+up on the D-pad
Right-C

Gold PP7
L+R+right on the D-pad
L+R+down on the D-pad
L+up on the D-pad
L+R+down on the D-pad
Top-C
R+up on the D-pad
L+R+right on the D-pad
L+left on the D-pad
down on the D-pad
L+Bottom-C



2x Laser
L+right on the D-pad
L+R+Left-C
L+down on the D-pad
R+left on the D-pad
R+down on the D-pad
L+right on the D-pad
Top-C
right on the D-pad
R+right on the D-pad
L+R+up on the D-pad

All guns
down on the D-pad
left on the D-pad
Top-C
right on the D-pad
L+down on the D-pad
L+left on the D-pad
L+up on the D-pad
Left-C
left on the D-pad
Bottom-C



GO! GO!



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...

GOLDENEYE

CREATE CUSTOM WEAPONS

800XXX03 00YY
800XXX6B 00YY

- **Replace XXX with level:**

BAB – Dam
9DF – Facility
C0F – Runway, Surface 1, Depot
9B7 – Bunker 1, Bunker 2, Silo
AE3 – Frigate
CD7 – Surface 2
ACF – Statue
B47 – Archives, Caverns, Cradle, Egyptian
BE7 – Streets
A7F – Train, Jungle, Control
97B – Aztec

- **Replace YY with weapon:**

04 – PP7
14 – RCP-90
25 – Rocket launcher

Once you've started the game, activate the All Weapons and Infinite Ammo cheats. Select the weapon you used in the 'YY' section of the code, tap A a few times, then press Start to use your modified weapon.

Chris Roderick, Cardiff

CHANGE CHARACTER'S GUNS

Trevelyan in Facility:	801B9504 XXXX
Natalya in Jungle:	80197EE8 XXXX
Trevelyan in Cradle:	801BF7E8 XXXX

- **Replace XXXX with:**

09 – ZMG 9mm
0D – AR33 Assault Rifle
OE – RCP90
13 – Golden Gun
16 – Moonraker Laser
18 – Grenade Launcher
1B – Timed Mines
1F – Tazer
20 – Tank Shells

David Noble, Belfast



HACKING AWAY

David Noble's quick guide to the art of hacking into GoldenEye using the Action Replay.

HOW TO... find your own codes

1 First, you'll need your Action Replay, an expansion pak, a game, and a code to look for. We fancy an infinite ammo cheat for *GoldenEye*.

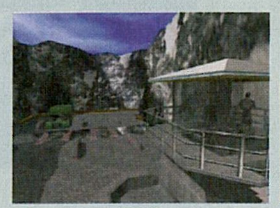
2 We'll try a Known Value Search first. Start the game with the Code Generator ON and cheats off, then press the AR button once you've started a one-player game.

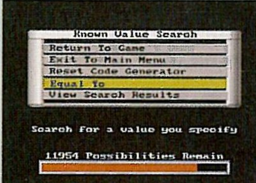
3 Under the Code Generator option, select 'Known Value Search'. There are 50 bullets in the rifle's reserve, so have the AR search for that value in the N64's memory. It finds 11,954 cases of the number 50.

4 Choose 'Return To Game', then fire until the rifle reloads, leaving 20 bullets. Press the AR button again, choose 'Exact Value' and tap in '20'. The AR now narrows the search down to 274 cases.

5 Fire and reload again to leave no bullets, search for '0', and the AR will find just one value. Now choose 'See Results' and click on the code to make it active.

6 Press right on the D-pad, then Right-C to alter the code – change the '000' to however many bullets you fancy, up to 255. The AR 'fix' that value, so you'll permanently have 255 bullets in your rifle. Diamond!





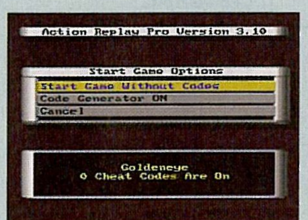
HOW TO... find even more codes

1 If the first method didn't work, grab your Action Replay and expansion pak again – we're off on an Unknown Value search.

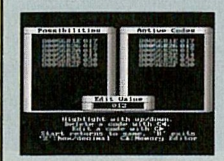
2 Once the game's started, press the AR button and select 'Unknown Value'. Start the main Search, then click 'Return To Game'.

3 Now fire off your pistol and reload, then press the AR button again. As your ammo has decreased, select 'Search For Less Than...' on the menu. The AR will narrow the possibilities down.

4 Keep reloading and repeating the 'Less Than' search – in this case, the AR narrows it down to six values. Activate the six results, then use Left-C to delete each code, one by one, until you find the ammo code.







All of these codes only work with the Action Replay cartridge from Datel.
For more details call **Datel** on **01785 810800.**

YOUR ACTION REPLAY CODES

cut out and send



Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..........

Address..........

....

....

....

....

Postcode ....

READERS' TOP 15 TIPS

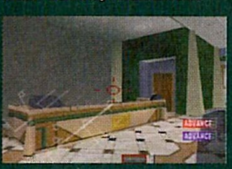
Remember the best one wins a Makopad from Interact (0161 702 5010) and an exclusive **N64** pin badge.

Cheat of the month

1 Donkey Kong 64
If you've opened up a new level but haven't collected enough golden 'nanas to enter, simply wander up to B. Locker and use Lanky's B-button attack to reach past his ugly face and into the door.
Kerrie Robbins, Wolverhampton



2 Rainbow Six
Without using a controller pak, select 'Quick Start' on the main menu and enter this password: TZRT69QWF!SW. You'll now be able to select all levels up to Deep Magic.
Nick Curitis, Melksham



3 Donkey Kong 64
When facing the Jack-in-the-Box boss, deliberately fall off the platforms, then hang around on the lift that takes you back up – you'll avoid Jack's attacks until the two switches appear.
Jon Robson, Essex

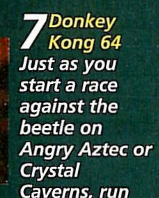


4 Asteroids 64
Thought the programmers hadn't built the original Asteroids into the game? You're wrong. Shoot the green thing on the 15th level and you'll be able to play the original, black-and-white Atari version.
David Clarke, via e-mail

5 WWF Wrestlemania 2000
Just before your opponent makes a tag, run at his partner and you'll knock him off the apron, allowing the beating to continue. The floored wrestler will be tired, too, making it less likely he'll foil a pin later.
Jack Silbermann, Oving



6 Knockout Kings 2000
Looking for easy training points in career mode? Select Muhammed Ali, then head for the training area after every match and hold down Top-C while standing next to the trainer.
James Johnston, Wokingham



7 Donkey Kong 64
Just as you start a race against the beetle on Angry Aztec or Crystal Caverns, run forward a little then roll into the oversized insect. She'll slow down and give you a headstart.
Laura Ashford, Bromsgrove





8 Top Gear Rally 2
If you'd like to play through the game without suffering damage or losses, press L, Z, Start, and up on the D-pad twice during the main game.
Jamie Davis, Leicester



9 Rainbow Six
On the mission 'Deep Magic', throw a flash bang towards the floor of the helipad and stare down at it. Bizarrely, all the doors will close and the guards will stand still, making the level much easier.
Joe Ambrose, Cheshire

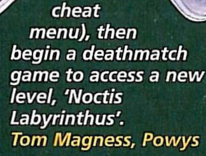
10 Jet Force Gemini
If you shoot an adult tribal once, it'll follow you everywhere. Shoot it again, and it'll stop. This way, you can rearrange the tribals, or create a Pied Piper-style group behind you.
Gordon Bennett, Taunton

11 NHL Breakaway 99
When you score a goal and begin celebration procedures, wiggle the analogue and you'll be able to move your skater around the arena for a minute or two.
Kyle Maclean, Inverness



12 Donkey Kong 64
In the multiplayer mode, have one Kong stand stationary while the other performs a high jump on top. The two apes will perform a nifty acrobatic act.
Thomas Willmott, Somerset

13 Duke Nukem 64
Activate the level select cheat (press R, L, R, Bottom-C, Right, Up, Left and Top-C in the cheat menu), then begin a deathmatch game to access a new level, 'Noctis Labyrinthus'.
Tom Magness, Powys



14 Top Gear Rally 2
It's a fairly useless, tip but you can turn the world upside down using this code. Press Top-C, Z, Start, up on the D-pad and down on the D-Pad, and the screen will flip.
Richard Sweeney, Ross-On-Wye

15 Zelda 64
As young Link at night, cross the small bridge outside the entrance to Kakariko Village and loiter nearby. You'll witness a 'Suicide Skeleton', who repeatedly appears and leaps off the bridge.
David Bristoll, Birmingham





ONE LAST TIME...

An old tip revisited by popular demand...

GoldenEye
Activate the All Weapons cheat, then make your way to the Runway. By zooming into the distance with the Sniper Rifle, you'll be able to see the guards floating.



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name..........

Address..........

....

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....

....

Postcode..........

Here's my top tip

It's for [game name]:

And I've found that if you:

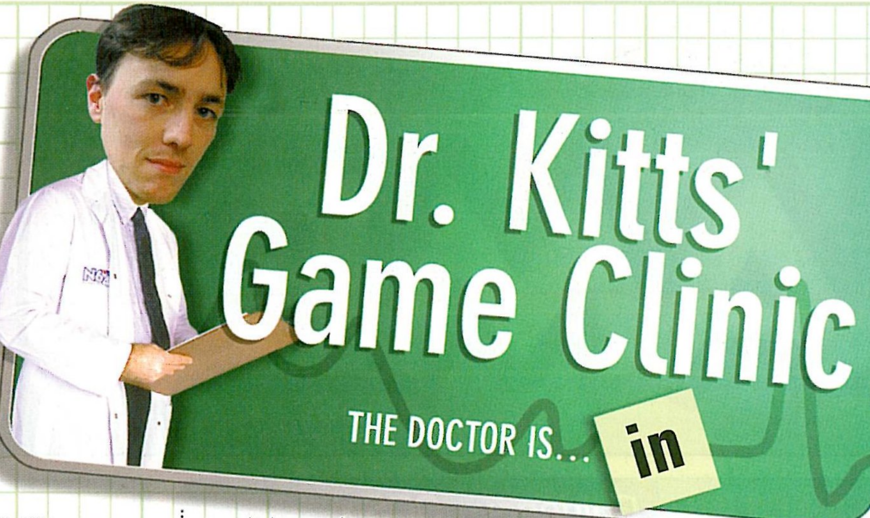
TIPS EXTRA

Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.



ISSUE 16 ON SALE NOW

Let the good doctor cut the top off your game-related blister.





Dr Kitts,
I've found one Battle Arena pad in *Donkey Kong 64* – it's just outside Snide's HQ on DK Isles. But I can't find the others. I need help desperately. Pleeeease help me!
Matthew Wheavil, Co. Antrim

Dr Kitts idly plays *Minesweeper* on his office PC.
Fair enough, Matthew. Here's a list:
Jungle Japes: *Outside Funky's shop.*
Angry Aztec: *Appears after Lanky shoots the eagle.*
Frantic Factory: *Pull lever near Tiny's Scalextric room.*
Gloomy Galleon: *Use Chunky's Primate Punch beneath Cranky.*
Fungi Forest: *At night, behind the vine-covered hedge.*
Crystal Caverns: *Inside Donkey's tile-matching hut.*
Creepy Castle: *Collect the greenhouse's golden banana.*
Hideout Helm: *At the very top of the big machine.*
DK Isles: *Shoot the mushroom in the ceiling of Fungi Forest's entrance with the correct colour Kong, then use the Chunky pad.*

Dr Kitts,
In *Mystical Ninja 2*, I am having trouble making it to 'Creep Village'. I've waited for the bus as Yae but nothing happens. How long do I have to wait? Please help – I am going out of my mind.
Désirée Clatworthy, London



Dr Kitts sucks from a carton of Um Bongo.
You'll need to wait all night until morning, Désirée – just like in real life. However, you'll need to have beaten Dochuki at the very end of Dream Castle, or the skeleton bus will never arrive.

Dr Kitts,
I'm stuck in *Super Smash Bros*, at the point where I have to complete Bonus Practice 1 with Yoshi. There are two targets I can't destroy – the ones below and to the right of the start. Help!
Robert Mercieca, Malta

Dr Kitts wolf-whistles at a passing nurse.
They're easier than you think, Robert. The right-hand target can be shattered with Yoshi's roundhouse kick (left, then quickly right and press A), while the lower target can be dealt with by falling underneath the V-shaped walls and using up, then B to float up and smash it. Make this your last target so the level ends before Yoshi falls to his death.

Dr Kitts,
Silicon Valley is causing me problems. I'm stuck in the Stinky Sewers, as I can't find the keycard. Where is it?
David Gibson, Shirley

Dr Kitts is dripping with sweat.
Happy to oblige, David. From the start, grab yourself a rat from the tunnels, then head underneath the nearby pipe and kill the fox with an exploding poo or two. Possess the fox's body, then climb onto the sloped platform next to the river of sewage. You can now follow the corridors to find an automatic door, within which is the key card you seek.



Dr Kitts,
In *Glover*, how do you defeat the second boss, Mr Clown? I've tried everything, even using cheats! Please help!
Fergus Marr, Dorking

Dr Kitts smashes his head on the desk until it breaks.
You see, Fergus, cheats really do never prosper. To defeat the Clown, simply throw the ball at three targets, each of which appears after you've tapped the previous one. The first and second are on the walls; the third is above the door. Once the ball's hit all three, a piano will drop on the clown's head, killing him outright.







Got a gaming query? Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

Postcode ....

Eight challenges to test the best.

GAME ON

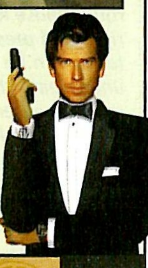
We know. You're not buying any new games because you're saving your money for *Perfect Dark*. And, as a consequence, your N64 is sitting idly in the corner, a layer of dust gently settling on its matte black casing, and a wedge of indescribable gunk sitting in the little cup at the bottom of the analogue stick.

We'll sort out that problem in no time. Our Game On challenges will give you something to while away the long hours leading up to the release of Rare's masterpiece. Clear out that analogue gunk before you start, though – it can't be healthy, can it?

GOLDENEYE 007 — Goldeneye OOSix







Want to play *Rainbow Six* but lacking the required readies? Thanks to **Brian Reid** from **Nottingham**, you can turn your copy of *GoldenEye* into a makeshift version of the stealthy classic. By switching the Enemy Damage to 1000% in the 007 mode, the Russians will be able to snuff you out with just one shot. Bearing that in mind, try reaching the end of a level with all objectives ticked off and your dinner jacket free of bullet-holes. The Dam and Facility are tricky, but the Jungle will give you a terrible amount of gyp. Don't cry, now.

LEVEL	 JUNGLE	 FACILITY	 DAM

SUPER MARIO 64 — Sand-filled pants




Say hello to **Nicholas Bayshew** of **Edinburgh**, who's come up with a challenge that's "easy but not easy". We'd best explain. Take Mario to Shifting Sand Land and use whatever means necessary to reach the top of the pyramid, as you would for Star 2. Once you're standing atop the second-highest platform, attempt to slide back to the bottom without losing a life. It's easy to slide down, but not easy to make the final leap at the bottom that sends Mario soaring over the quicksand. Medals are awarded for successive successful attempts.

SLIDES	 12	 6	 3

DONKEY KONG 64 — Show-off swordfish




Rare's ape-filled adventure is 'tail-whippingly good', according to **James Craddock** of **Trowbridge** – and he's sent in this challenge to prove it. As Lanky, make your way to the Gloomy Galleon level, ensuring you've already brought K. Rool's ship steaming into harbour (by climbing the inside of the lighthouse). Use the Engarde box underneath the waves, then leap over the ship as many times as you can within two minutes. It's tricky – approach from the boat's righthand side and slightly to the front.

JUMPS	 5	 3	 2

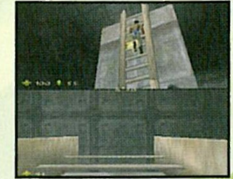
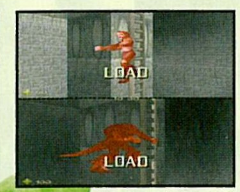
JET FORCE GEMINI — Batty blasting




Remember *JFG*'s outrageously poor advertising slogan, 'Kill Ants. Save Bears.'? **Chris and Stephen Gage** of **Battersea** were so disappointed with it, they've fashioned a multiplayer challenge that deliberately laughs in the face of that very phrase. Start a multiplayer Target Range with the Unlimited Bullets option set to 'On', then ignore the ants and bears, and simply hammer the fire button in an effort to be the player with the highest shot total by the end of the level. We guarantee you'll have no skin left on your fingers by the end.

SHOTS	 350	 250	 150

TUROK 2 — Water way to go

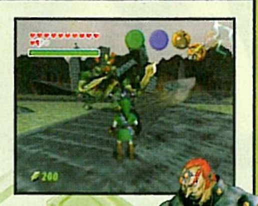




The unstoppable double-act of **Chris Rose** and **Ben Poore** from **Ashbourne** have combined the power of their brains to devise this two-player challenge. Head for the Fish in a Barrel level and stand on a platform that's surrounded by water. Your opposite number swims around your island home and attempts to pick you off with the harpoon gun, but is only allowed to surface when out of air. Meanwhile, you're restricted to the cerebral bore, so you'll only be able to empty the enemy's skull when they surface. Count the number of kills in 10 minutes.

KILLS		5		3		2

LEGEND OF ZELDA — Demand a raze



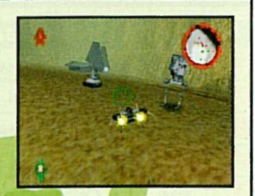


Thought you'd seen the last of your arch-nemesis Ganon? **Bo-rin Lee** of **Finchley** has other ideas. Fight your way through the collapsing castle to the final battle with Ganon, then, via a combination of nippy footwork and Nostradamus-like foresight, try to get the big pig to break apart all the pieces of rock that litter the arena. It isn't *too* difficult – so, for Silver, finish the challenge without losing health, and for Gold, do the same and kill Ganon off without eating into your supply of hearts.

DAMAGE		None, Ganon dead		None		Any

ROGUE SQUADRON — Nonnah's lark



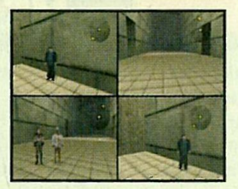



After the disappointment of George Lucas' lacklustre movie, it's particularly pleasing to return to *Rogue Squadron*'s 'traditional' Star Wars universe. **James Skuse** of **Caterham** has weighed in with this challenge, which needs you to activate the IGIVEUP cheat on the main menu. Take the A-Wing or V-Wing into the Search for the Nonnah level, aim for the Nonnah itself, then press left on the D-pad and race towards the top of the cliff. The medal you earn is judged by how long you can stay on top without moving the analogue stick or pressing buttons.

TIME (SECONDS)		90		40		20

GOLDENEYE 007 — British bulldog



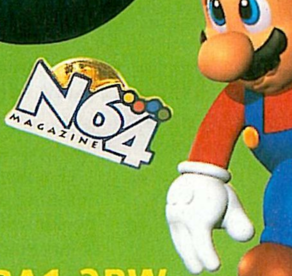
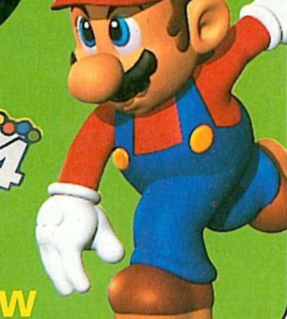


This month's multiplayer *GoldenEye* challenge is a variation on playground favourite, British Bulldog, devised by **David Jones** of **London** (of 'Hot Potato' fame). Start a normal multiplayer game on the Temple level, with Slappers Only! as the weapons option. You can probably guess what happens next: loiter in the centre of the biggest room, while your three opponents attempt to run from one side to other without being slapped once. Punched players join your team – count how many 'runs' it takes to ensnare them all.

RUNS		3		4		5

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
ECW Hardcore Revolution • Donkey Kong 64 • Jet Force Gemini • Resident Evil 2
We'll print the best right here, and you'll get a pleasantly shiny N64 pin badge for your troubles. Better than a punch in the face, eh?

I'M THE BEST



Go best, young man, go best. (Whisper.) Oh, we already used that.

Yep, there's electricity in the air, there's excitement in the, er, air, and there's people on street corners shouting at the top of their voices because – you guessed it! – I'm the Best is back for another month. And, boy, it's *really* hotting up now.

Like a gamesplaying competition held in the middle of a cauldron in the Sahara Desert, I'm the Best is hot. Hot with gaming achievements, hot with star performances and hot with prize-winning loveliness. So, why not get involved and feel the heat for yourself. Mmm, yes.



STAR PERFORMANCE in conjunction with INTERACT



Okay, so it sold about as many copies as Martin's autobiography, The Long, Hard Road to Murdersville, but *The New Tetris* is, without doubt, the funkiest non-Game Boy version of block-puzzling we've ever played.

And that means that, for the past few months, we've been keeping half an eye out for top *New Tetris* times – and, lo and behold, if we haven't found one. Yep, Ben Goult from Leicester has gone and performed nothing short of a miracle by clocking up a monstrous 3305 lines (that's – get this – one hour and 20 minutes worth of playing time) and achieved a Rank 24 in the process. Spanking!

Fancy some of the action? Well, shoot your time along to us at I'm the Best, and you could nab yourself a joypad from Interact (0161 702 5010).

NEW HIGH SCORE!



Remember in **N64**/38 how we set you the task of scoring under 30 seconds on *Smash Bros'* Bonus 2 sub-game? Well now, we've gone and got ourselves a winner because 'Big' Sam Townson from Manchester went and scored a plenty-more-than-respectable 33 seconds and 47, er, small seconds using Samus!! Close again was last month's High Score winner Matthew Sexton from Bedford but, crucially, he wasn't quite good enough.

THIS MONTH'S TIME TO BEAT



Fancy another *Smash Bros* challenge? We've seen lots of your times, but to give you an added incentive we're offering a sparkly new joypad to the person who sends in the best time for Bonus Practice 1 using Pikachu. Have a go, send your evidence in to the usual address and we'll print the winner's name in issue 42. Oh yes we will.

Donkey Kong 64



RAMBI BONUS GAME

1	220	Tim Booth, *Shrewsbury*
2	218	Matthew Sexton, *Bedford*
2	218	Ben Gooch, *Tamworth*
2	218	Ruben Larsen, *Norway*
5	214	Stan Colomb, *Corsham*
6	210	Phil Hughes, *Widnes*
6	210	Ronan O'Rourke, *Belgium*
8	208	Joseph Roche, *Co. Dublin*
8	208	Ben Lock, *Folkestone*
8	208	James Lawrence, *Middlesex*
11	206	Martin Zee, *Runcorn*
11	206	Rob Smit, *The Netherlands*
13	204	David Crowther, *Deal*
13	204	Jane Greer, *Oxford*
13	204	Scott Prince, *Bristol*
13	204	Jonathan Maidment, *Malmesbury*

ENGUARDE ARENA

1	345	Janne Kaitila, *Finland*
2	300	Stuart Stringer, *Orpington*
3	265	Ruben Larsen, *Norway*
4	260	Matthew Sexton, *Bedford*
4	260	Gavin Fuller, *Romford*
6	255	Greg Duncan, *Glasgow*
7	250	Marc Marshall, *Altrincham*
7	250	Anthony Hooley, *Breaston*
7	250	Andrew McGlynn, *Glasgow*
7	250	Tim Booth, *Shrewsbury*
11	245	James Hughes, *Yeovil*
12	240	Desmond Foley, *Co.Carlow*
13	220	Ben Gooch, *Tamworth*
13	220	Rob Smit, *The Netherlands*
15	210	Bobby Matthews, *Kingston*

DK ARCADE

1	120600	Ben Gooch, *Tamworth*
2	92500	Matthew Sexton, *Bedford*
3	51100	Simon Johnson, *Tyne & Wear*
4	36900	Andrew Simmonds, *Waterlooville*
5	23020	Ronan O'Rourke, *Belgium*
6	22400	Tim Booth, *Shrewsbury*
7	17700	Jan Clauwers, *Holland*

JETPAC

1	664035	Greg Duncan, *Glasgow*
2	213425	Simon Johnson, *Tyne & Wear*
3	52000	Matthew Sexton, *Bedford*
4	31060	Anthony Hooley, *Breaston*
5	29550	Andrew Simmonds, *Waterlooville*
6	31850	Paul Davey, *Aylesford*
7	15735	Joachim Clauwers, *Holland*
8	10321	Ronan O'Rourke, *Belgium*

DIDDY'S MINECART RIDE

1	84	Denis Craven, *Lancs*
2	77	Bobby Matthews, *Kingston*
3	74	Anthony Hooley, *Breaston*
4	70	Joachim Clauwers, *Holland*
5	65	Ronan O'Rourke, *Belgium*

Super Smash Bros



MARIO		
1	13"81	Matthew Sexton, *Bedford*
2	26"85	Jon Davies, *Wallingford*

DONKEY KONG		
1	16"89	Matthew Sexton, *Bedford*
2	22"13	Jon Davies, *Wallingford*

YOSHI		
1	28"61	Matthew Sexton, *Bedford*
2	36"95	Jon Davies, *Wallingford*

KIRBY		
1	23"99	Jon Davies, *Wallingford*
2	29"65	Matthew Sexton, *Bedford*

LINK		
1	24"10	Jon Davies, *Wallingford*
2	29"70	Matthew Sexton, *Bedford*

FOX		
1	24"10	Jon Davies, *Wallingford*
2	26"37	Matthew Sexton, *Bedford*

PIKACHU		
1	14"95	Stephen Ward, *Dorking*
2	15"97	Matthew Sexton, *Bedford*
3	21"60	Jon Davies, *Wallingford*

Jet Force Gemini



FLOYD MISSIONS		
1	0:21.05	Ruben Larsen, *Norway*

ESCHEBONE

We want to see your times!

SS ANUBIS

We want to see your times!

JEFF & BARRY ARCADE RACING 1		
1	27:80	Anthony Hooley, *Breaston*
2	27:96	Rob Humphrey, *Birstall*

JEFF & BARRY ARCADE RACING 2		
1	39:88	Anthony Hooley, *Breaston*
2	41:08	Rob Humphrey, *Birstall*

Beetle Adventure Racing



COVENTRY COVE		
1	4'36"03	Matthew Leach, *Cheshire*
2	4'42"59	Ross Anderson, *Peterborough*
3	4'42"98	Martin Van Duuren, *Holland*
4	4'43"88	Anders Ringdal, *Norway*
5	4'47"81	Craig Wood, *West Sussex*

MOUNT MAYHEM		
1	4'43"11	Matthew Leach, *Cheshire*
2	4'44"99	Anders Ringdal, *Norway*
3	4'47"65	Martin Van Duuren, *Holland*
4	4'47"66	Ross Anderson, *Peterborough*
5	4'50"03	Jan-Erik Spangberg, *Sweden*

SUNSET SANDS		
1	5'14"26	Martin Van Duuren, *Holland*
2	5'21"86	James Robinson, *Cheshire*
3	5'25"28	Thomas Hower, *Denmark*
4	5'28"09	Ross Anderson, *Peterborough*
5	5'43"41	Simon Jeffree, *Northampton*

INFERNO ISLE		
1	6'29"06	Martin Van Duuren, *Holland*
2	6'33"09	Jan-Erik Spangberg, *Sweden*
3	6'33"93	Ross Anderson, *Peterborough*
4	6'36"64	Anders Ringdal, *Norway*
5	6'39"95	Martin Van Duuren, *Holland*

METRO MADNESS		
1	4'47"76	James Robinson, *Cheshire*
2	5'43"46	Martin Van Duuren, *Holland*
3	5'49"03	Ross Anderson, *Peterborough*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS		
1	3'53"46	Bobby Matthews, *Kingston*
2	3'56"10	Thomas Hower, *Denmark*
3	3'56"50	Martin Van Duuren, *Holland*
4	3'59"36	Ross Anderson, *Peterborough*
5	4'01"89	Steven Gamble, *Australia*

Mario Golf



TOAD HIGHLANDS		
1	9'18"68	Jon McIlvaney, *Washington*
2	9'52"64	Matthew Sexton, *Bedford*
3	9'57"44	Gary Carney, *Newcastle upon Tyne*
4	10'11"05	Rob Pierce, *Salisbury*
5	10'25"32	Lee Fawcett, *Bedale*

KOOPA PARK		
1	10'43"80	Gary Carney, *Newcastle upon Tyne*
2	11'08"80	Chris Webb, *Gloucester*
3	12'03"16	Jon McIlvaney, *Washington*
4	12'49"20	Rob Humphrey, *Birstall*
5	13'00"32	Simon Johnson, *Tyne & Wear*

SHY GUY DESERT		
1	11'14"08	Gary Carney, *Newcastle upon Tyne*
2	11'48"88	Chris Webb, *Gloucester*
3	13'23"36	Jon McIlvaney, *Washington*
4	13'24"96	Richard Clark, *Suffolk*
5	13'31"32	Nathan Miley, *Bedford*

YOSHI'S ISLAND		
1	11'54"28	Gary Carney, *Newcastle upon Tyne*
2	12'05"96	Chris Webb, *Gloucester*
3	12'47"96	Jon McIlvaney, *Washington*
4	13'10"68	Nathan Miley, *Bedford*
5	13'25"68	Simon Johnson, *Tyne & Wear*

BOO VALLEY		
1	12'25"44	Gary Carney, *Newcastle upon Tyne*
2	13'12"64	Simon Johnson, *Tyne & Wear*
3	14'41"60	Dan Jones, *Hartlepool*
4	14'46"76	Jon McIlvaney, *Washington*
5	15'06"20	Richard Clark, *Suffolk*

MARIO'S STAR		
1	12'26"64	Jon McIlvaney, *Washington*
2	12'36"24	Gary Carney, *Newcastle upon Tyne*
3	13'28"72	Chris Webb, *Gloucester*
4	13'35"00	Simon Johnson, *Tyne & Wear*
5	15'34"04	Dan Jones, *Hartlepool*

GO! GO!

World Driver Champ



KYOTO A		
1	01:01.40	James Cunnington, *Harrogate*
2	01:35.04	Stuart Rick, *Somercotes*
3	02:04.55	Scott Goldie, *Reading*

Star Wars Episode 1: Racer



BOONTA TRAINING COURSE		
1	0:26.705	Thomas Hower, *Denmark*
2	0:27.639	James McClosky, *Co.Derry*
3	0:29.259	Anthony Ratnasothy, *Essex*
4	0:30.124	Phil Hughes, *Widnes*
5	0:30.609	Daniel Durdin, *Woking*

MON GAZZA SPEEDWAY		
1	0:12.158	Thomas Hower, *Denmark*
2	0:12.573	James McClosky, *Co.Derry*
3	0:12.775	Anthony Ratnasothy, *Essex*
4	0:13.071	Phil Hughes, *Widnes*
5	0:13.613	Daniel Durdin, *Woking*

BEEDO'S WILD RIDE		
1	0:56.431	Anthony Ratnasothy, *Essex*
2	1:00.342	Thomas Hower, *Denmark*
3	1:01.196	Stephen Hill, *Maidstone*
4	1:02.242	Luke Oswin, *Leicester*
5	1:04.159	Andrew Mills, *Dundee*

MALASTARE 100		
1	0:31.844	James McClosky, *Co.Derry*
2	0:34.780	Anthony Ratnasothy, *Essex*
3	0:36.775	Thomas Hower, *Denmark*
4	0:39.828	Stephen Hill, *Maidstone*
5	0:40.072	Nader Kohbodi, *Anglesey*

VENGEANCE		
1	1:07.810	Anthony Ratnasothy, *Essex*
2	1:11.881	Jan-Erik Spangberg, *Sweden*
3	1:12.290	Nader Kohbodi, *Anglesey*
4	1:13.048	Stephen Hill, *Maidstone*
5	1:13.573	James Swain, *Essex*

SCRAPPERS RUN		
1	0:34.957	James McClosky, *Co.Derry*
2	0:37.950	Anthony Ratnasothy, *Essex*
3	0:41.057	Stephen Hill, *Maidstone*
4	0:41.931	Thomas Hower, *Denmark*
5	0:42.275	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM		
1	0:51.627	Thomas Hower, *Denmark*
2	0:51.867	Anthony Ratnasothy, *Essex*
3	0:58.657	Stephen Hill, *Maidstone*
4	0:59.390	Dominic Tourner, *Australia*
5	0:59.611	Luke Oswin, *Leicester*

EXECUTIONER		
1	1:22.029	Anthony Ratnasothy, *Essex*
2	1:23.611	Luke Oswin, *Leicester*
3	1:26.576	Thomas Hower, *Denmark*
4	1:27.559	Jan-Erik Spangberg, *Sweden*
5	1:28.897	Stephen Hill, *Maidstone*

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE		
1	0:18.0	David Maguregui, *Wellesbourne*
2	0:18.2	Thomas Grandjean, *Switzerland*
3	0:18.4	Nathan Wilson, *Driffield*
4	0:19.0	Phil Hughes, *Widnes*
5	0:19.3	Rob Friend, *Glossop*

QORON IV		
1	0:28.9	Dillan Ganesh, *Swansea*
2	0:29.5	Nathan Wilson, *Driffield*
3	0:30.2	Rob Friend, *Glossop*
4	0:30.4	Thomas Grandjean, *Switzerland*
5	0:30.8	Phil Hughes, *Widnes*

SOKANA		
1	0:31.5	Thomas Grandjean, *Switzerland*
2	0:32.2	Nathan Wilson, *Driffield*
3	0:32.7	Anthony Kay, *Macclesfield*
3	0:32.7	Dillan Ganesh, *Swansea*
5	0:32.8	Rob Friend, *Glossop*

DYRONESS		
1	0:22.3	Dillan Ganesh, *Swansea*
2	0:23.0	Mark Robinson, *Congleton*
3	0:23.6	Adam Tucker, *Great Yarmouth*
4	0:23.7	Phil Hughes, *Widnes*
4	0:23.7	Rob van der Kooi, *The Netherlands*

MACHAON II		
1	0:35.2	Dillan Ganesh, *Swansea*
2	0:35.4	Stuart Millar, *Guildford*
3	0:36.2	Phil Hughes, *Widnes*
4	0:36.3	Thomas Grandjean, *Switzerland*
5	0:36.9	Rob van der Kooi, *The Netherlands*

TERAFUMOS		
1	0:30.4	Dillan Ganesh, *Swansea*
2	0:30.8	Stuart Millar, *Guildford*
3	0:31.6	Thomas Grandjean, *Switzerland*
4	0:31.8	Rob van der Kooi, *The Netherlands*
5	0:31.9	David Maguregui, *Wellesbourne*

Rogue Squadron



UK (PAL) TIMES ONLY

AMBUSH AT MOS EISLEY		
1	0:38	Martin Critchley, *Doncaster*
2	0:42	Phil Hughes, *Widnes*
3	0:45	Brendan Edge, *Nottingham*
4	0:53	Richard Dunn, *Lincolnshire*
5	0:55	Andrew Harvey, *Reading*

LIBERATION OF GERRARD V		
1	4:04	Jan-Erik Spangberg, *Sweden*
2	4:05	Richard Dunn, *Lincolnshire*
3	4:14	Philip Ward, *Portsmouth*
4	4:20	Simon Duroe, *Wales*
5	4:20	Martin Critchley, *Doncaster*

SEARCH FOR THE NONNAH		
1	3:31	Richard Dunn, *Lincolnshire*
2	3:33	Jan-Erik Spangberg, *Sweden*
3	3:38	Martin Critchley, *Doncaster*
4	3:46	Philip Ward, *Portsmouth*
5	4:26	Peter Cooper, *High Wycombe*

BATTLE OF HOTH		
1	2:49	Jan-Erik Spangberg, *Sweden*
2	2:58	Simon Duroe, *Wales*
3	3:08	Andrew Harvey, *Reading*
4	3:11	Morten Tronstad, *Norway*
5	3:11	Brendan Edge, *Nottingham*

RESCUE ON KESSELL		
1	0:24	Jan-Erik Spangberg, *Sweden*
2	0:25	Danny Dunn, *Lincolnshire*
3	0:28	Morten Tronstad, *Norway*
4	0:30	Ryan Medlock, *Surrey*
5	0:32	Simon Loring, *Uphill*

THE BATTLE OF CALAMARI		
1	3:00	Richard Dunn, *Lincolnshire*
2	3:07	Jan-Erik Spangberg, *Sweden*
3	3:28	Morten Tronstad, *Norway*
4	3:46	Simon Duroe, *Wales*
5	3:51	Josh Bryson, *Cheltenham*

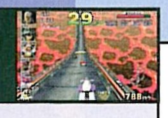
DEFECTION AT CORRELLIA		
1	7.12	Simon Duroe, *Wales*
2	7.29	Jan-Erik Spangberg, *Sweden*
3	7:38	Andrew Harvey, *Reading*
4	7:43	Brendan Edge, *Nottingham*
5	8:05	Simon Loring, *Uphill*

BATTLE ABOVE TALORAAN		
1	2:02	Danny Dunn, *Lincolnshire*
2	2:24	Jan-Erik Spangberg, *Sweden*
3	2:39	Bobby Matthews, *Kingston*
4	3:05	Peter Cooper, *High Wycombe*
5	3:06	Brendan Edge, *Nottingham*

DEATH STAR TRENCH RUN		
1	1:51	James Skuse, *Caterham*
1	1:51	Niklas Burdon, *Newcastle Upon Tyne*
1	1:51	Liam Carroll, *Carnforth*
1	1:51	Peter Cooper, *High Wycombe*
1	1:51	Simon Loring, *Uphill*



F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'14"690	Adam Tucker, *Great Yarmouth*
2	1'15"246	Phil Hughes, *Widnes*
3	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
4	1'16"917	David Van Moer, *Belgium*
5	1'17"007	Morten Tronstad, *Norway*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'31"999	Tony Dunster, *London*
4	1'32"502	David Van Moer, *Belgium*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA

1	1'22"696	Adam Tucker, *Great Yarmouth*
2	1'23"527	Phil Hughes, *Widnes*
3	1'24"792	Morten Tronstad, *Norway*
4	1'24"830	David Van Moer, *Belgium*
5	1'24"888	Victor Hacon, *Norfolk*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'22"152	D. D. Ramone, *Carlisle*
5	1'22"591	Sam Fenwick, *Leighton Buzzard*

FIRE FIELD

1	1'14"360	Phil Hughes, *Widnes*
2	1'15"028	Adam Tucker, *Great Yarmouth*
3	1'15"183	D. D. Ramone, *Carlisle*
4	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
5	1'19"908	David Van Moer, *Belgium*

RED CANYON 2

1	1'33"776	Adam Tucker, *Great Yarmouth*
2	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
3	1'34"935	Phil Hughes, *Widnes*
4	1'35"555	D. D. Ramone, *Carlisle*
5	1'39"323	Tony Dunster, *London*

SPACE PLANT

1	2'00"535	Adam Tucker, *Great Yarmouth*
2	2'01"163	Phil Hughes, *Widnes*
3	2'02"173	D. D. Ramone, *Carlisle*
4	2'05"109	Sam Fenwick, *Leighton Buzzard*
5	2'05"442	Gary Carney, *Newcastle-upon-Tyne*

PORT TOWN 2

1	1'52"832	Adam Tucker, *Great Yarmouth*
2	1'52"920	Phil Hughes, *Widnes*
3	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
4	1'54"461	David Van Moer, *Belgium*
5	1'54"676	D. D. Ramone, *Carlisle*

SAND OCEAN 2

1	1'36"776	Adam Tucker, *Great Yarmouth*
2	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
3	1'37"834	Tony Dunster, *London*
4	1'38"470	Phil Hughes, *Widnes*
5	1'38"635	D. D. Ramone, *Carlisle*

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK

1	1'29"43	Tim Booth, *Shrewsbury*
2	1'29"56	Adam Tucker, *Great Yarmouth*
3	1'31"56	Rob Inman, *Aylesbury*
4	1'32"36	Mario Keer, *The Netherlands*
5	1'32"40	Andrew Mills, *Dundee*

FROSTY VILLAGE

1	1'19"40	Phil Hughes, *Widnes*
2	1'19"90	Daniel Carlsson, *Sweden*
3	1'20"65	Anthony Levitt, *Swanley*
4	1'22"10	Morten Tronstad, *Norway*
5	1'23"96	Adam Tucker, *Norfolk*

WHALE BAY

1	0'55"31	Phil Hughes, *Widnes*
2	0'56"51	Morten Tronstad, *Norway*
3	0'56"75	Adam Tucker, *Norfolk*
4	0'58"71	Andrew Mills, *Dundee*
5	0'59"43	Danny Dunn, *Lincolnshire*

PIRATE LAGOON

1	1'04"45	Adam Tucker, *Great Yarmouth*
2	1'05"41	Phil Hughes, *Widnes*
3	1'05"66	Morten Tronstad, *Norway*
4	1'05"73	Jan-Erik Spangberg, *Sweden*
5	1'06"46	Anthony Levitt, *Swanley*

TREASURE CAVES

1	0'47"06	Phil Hughes, *Widnes*
2	0'47"83	Rob Inman, *Aylesbury*
3	0'48"43	Adam Tucker, *Great Yarmouth*
4	0'48"61	Daniel Carlsson, *Sweden*
5	0'49"06	Richard Dunn, *Lincolnshire*

BOULDER CANYON

1	1'32"66	Phil Hughes, *Widnes*
2	1'32"96	Adam Tucker, *Great Yarmouth*
3	1'33"26	Morten Tronstad, *Norway*
4	1'33"81	Danny Dunn, *Lincolnshire*
5	1'36"40	Andrew Mills, *Dundee*

HAUNTED WOODS

1	0'50"45	Rob Inman, *Aylesbury*
2	0'51"20	Phil Hughes, *Widnes*
3	0'53"91	Adam Tucker, *Great Yarmouth*
4	0'54"06	Daniel Carlsson, *Sweden*
5	0'54"95	Jan-Erik Spangberg, *Sweden*

STAR CITY

1	1'29"53	Adam Tucker, *Great Yarmouth*
2	1'30"50	Rob Inman, *Aylesbury*
3	1'30"90	Richard Dunn, *Lincolnshire*
4	1'31"76	Anthony Levitt, *Swanley*
5	1'31"93	Morten Tronstad, *Norway*

SPACEPORT ALPHA

1	1'40"46	Rob Inman, *Aylesbury*
2	1'40"71	Andrew Mills, *Dundee*
3	1'41"33	Phil Hughes, *Widnes*
4	1'43"10	Morten Tronstad, *Norway*
5	1'47"75	Adam Tucker, *Great Yarmouth*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put it in the post – it'll be there in the next one.



All-new challenges for an all-new millennium? Don't mind if we do...

skill club MILLENNIUM

Blimey. Like a barn-belting twister or a Dawn French fitness video, our all-new Skill Club Millennium has blasted through the **N64** office in a torrent of destruction leaving us short of breath and piled high with brown padded envelopes.

But, we're not going to run the first results of SC2K until *next month*, when we'll finally be disbanding ye olde Skill Club 64 and replacing it with new leagues for our new challenges. So, we advise you to take a look overleaf, see which one's you fancy (and, remember, it'll have to be at least 14 of them if you're aiming for the cloud-high heights of Platinum Club), and get writing in, enclosing proof of your successes.

If having your name in **N64** doesn't get you writing in, then the opportunity to win either a Gamester Advanced controller or a Gamester Tremor Pak with 1Mb memory when you get into Gold Club certainly will. *Plus*, you'll also receive a special Bronze, Silver, Gold or Platinum **N64** Skill Club certificate depending on which league you managed to qualify for. Oh, and if you do make it into the illustrious Platinum Club, you'll also find yourself the proud owner of a special **N64** T-Shirt. What more could you ask for?!

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything onto the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.



Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 2000 league. I include proof of my achievements in:

ENTRY FORM

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge B — ISS '98



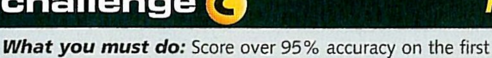
What you must do: Finish all the scenarios.
Proof: A photo of two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

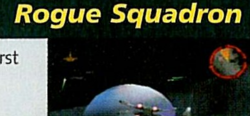
challenge L — GoldenEye 007



What you must do: Unlock all the cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge C — Rogue Squadron





What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: Feel free to use any ships for this, including the V-Wing and Naboo fighter.)

challenge M — Pilotwings



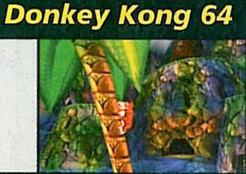
What you must do: Score over 3550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge D — Super Mario 64



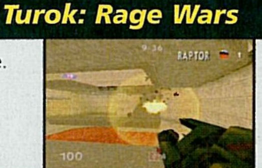
What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge E — Turok: Rage Wars





What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/36.

challenge O — Resident Evil 2



What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge F — Lylat Wars

What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge P — Mario Golf



What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge G — Quake II



What you must do: Beat the first level – Strogg Outpost – in a time under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge Q — Shadowman



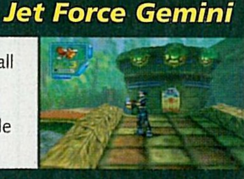
What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus tips book with issue 34.
(Note: There are actually around 123 Dark Souls in the game, but 120 will do.)

challenge H — Wave Race 64



What you must do: Beat a time of 1'30" on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge R — Jet Force Gemini



What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: Tips in issues 35/36, and Double Game Guide + free with issue 38.

challenge I — 1080° Snowboarding

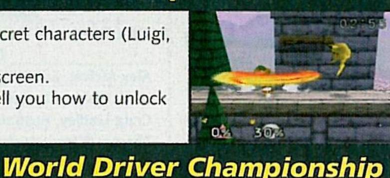




What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide + free with issue 22 is stacked with fruity help. Yes.

challenge S — Super Smash Bros

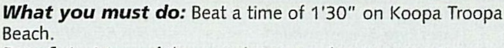




What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge J — Mario Kart 64



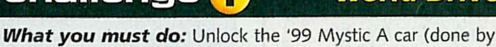


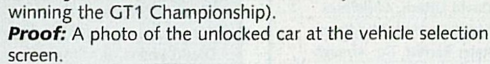


What you must do: Beat a time of 1'30" on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge T — World Driver Championship









What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!

FINAL STANDINGS!

PLATINUM Club

complete 14 challenges

- **Christopher Davies**, *Croydon*
- **Andrew Mills**, *Londonderry*
- **David Nicol**, *Cambridge*
- **Richard Davies**, *Rotherham*
- **Stephen Adams**, *Dundee*
- **Graham Underwood**, *Cumbria*
- **Andrew McGrae**, *Southport*
- **Derek Thomson**, *Edinburgh*
- **Craig Silcocks**, *Trowbridge*
- **Alex Deas**, *Scotland*
- **Craig Smith**, *Bury*
- **Greg Duncan**, *Glasgow*
- **Aidan Murray**, *Co. Cork*
- **Paul Isaia**, *Southampton*
- **Daniel Syversen**, *Norway*
- **Patrick Wessels**, *The Netherlands*
- **Ross McKinstray**, *Arbroath*
- **David Crowther**, *Kent*
- **Stephen McMahon**, *Co. Down*
- **Michael Mawdsley**, *Southport*
- **Paolo De Luca**, *Italy*
- **George Ransley**, *Southampton*
- **Sjoerd Hatzmann**, *Holland*
- **Tjeerd Van Deemtere**, *Holland*
- **Tim Lai**, *Bromley*
- **David McGivern**, *Belfast*
- **Chris Richmond**, *Australia*
- **Andrew Harvey**, *Twyford*
- **Jerome Francois**, *Western Australia*
- **Dan Jones**, *Hartlepool*
- **Dan Masters**, *Australia*
- **Christopher Grant**, *Scotland*

GOLD Club

complete 10 challenges

- **Kelly Humphreys**, *Marlow*
- **Gregor Richards**, *Dorking*
- **Stuart Richards**, *Dorking*
- **John Kostons**, *Nederland*
- **Piet dem Dulk**, *Holland*
- **Robert Gallagher**, *Eastleigh*
- **Ingvar S. Arnorson**, *Iceland*
- **David Sharp**, *Clackmannanshire*
- **Shane Roberts**, *Spalding*
- **Mark Currid**, *Ireland*
- **David Keane**, *Sandwich*
- **Stelios & Orestis Giaremelos**, *Greece*
- **Michael J.K Bevan**, *New Zealand*
- **Chris Smith**, *Tyne & Wear*
- **Kostas A. Mitzithras**, *Greece*
- **Richard Ford**, *London*
- **Phill Young**, *Northallerton*
- **Scott Brown**, *Stocksfield*
- **Daniel McCann**, *Glasgow*
- **Afong Toh**, *The Netherlands*
- **Brett Slader**, *Australia*
- **Gary Thomson**, *Mid Lothian*
- **Nick & Chris Robinson**, *West Sussex*
- **Alan Dundas**, *Angus*
- **Jeremy Hammett**, *Woking*
- **Tom Spurrier**, *Southampton*
- **Mark Reilly**, *Glasgow*
- **Antonio Vites Carmora**, *Spain*
- **Chris Partridge**, *East Sussex*
- **Jesús Ramos Membrive**, *Spain*
- **Chris Ross**, *Angus*
- **Ross Duncan**, *Nairn*
- **Joshua Takaoka**, *Newbury*
- **Paul Northend**, *Middlesborough*
- **Bill McCoist**, *Fareham*
- **Tom Magee**, *Catterick*
- **Peter Tweedie**, *Woking*
- **Daniel Carlsson**, *Sweden*
- **Chris & Kevin Fennelly**, *London*
- **Gregory Kuzdenyi**, *Ealing*
- **Kenton Knop**, *US of A*
- **Michael Cunningham**, *Australia*
- **Alex Deas**, *Scotland*
- **Davy James**, *Powys*
- **Lawson Gavin**, *Co. Offacy*
- **Matthew Weston**, *Nottingham*
- **Gearoid Reidy**, *Co. Offaly*
- **Christopher McCabe**, *County Down*
- **Robert Clark**, *Kent*
- **Dee Dee Ramone**, *Cumbria*
- **Steve Keenan**, *Norfolk*
- **Daniel Lorenz**, *Oxon*
- **Chris Gray**, *Fife*
- **Martin Rosinski**, *London*
- **James Hegarty**, *Belfast*
- **Jamie Hobbs**, *Norfolk*
- **Nick Haynes**, *Orpington*
- **Colin Taylor**, *Barnet*
- **Mariusz Panczar**, *Poland*
- **Morten Tronstad**, *Norway*
- **David Smart**, *Glasgow*
- **Aidan Murray**, *Co. Cork*
- **Gavin Bolder**, *Kent*
- **Aaron Clack**, *Kent*
- **Aidan Murray**, *Co. Cork*
- **Martin Flynn**, *Kent*
- **Griffin Leadabrand**, *Australia*
- **Ryan McIlvenna**, *Antrim*
- **Steven Ward**, *Hawes*
- **Kevin Sutton**, *Tipperary*
- **Alan West**, *Suffolk*
- **Adam Taylor**, *Norfolk*
- **Dylan Foale**, *Devon*
- **Nathan Jones**, *Bucks*
- **Patrick Richards**, *Australia*
- **Aaron Norris**, *Australia*
- **Lewis Prattis**, *Cambs*
- **Martijn van Waveren & Max Borthwick**, *Edinburgh*
- **Jack Gilbey**, *Bridgeport*
- **Iain Dalby**, *Tyne & Wear*
- **Pieter van den Brink**, *The Netherlands*
- **David Heath**, *East Sussex*
- **David Conroy**, *Accrington*
- **Paul Walker**, *Kidderminster*
- **Alastair McKellar**, *Nairn*
- **Adam Holmes**, *Birmingham*
- **David Grice**, *West Bromwich*
- **Matthew Prior**, *Norwich*
- **Luke Yeandle**, *Abertillery*
- **Rodney McComb**, *Co. Londonderry*
- **Max, Steven and Hal**, *Dundee*
- **Alex McIver**, *Edinburgh*
- **Mark Webb**, *Gloucester*
- **Craig Lindley**, *Australia*
- **Thomas Blinco**, *Australia*
- **Andrew Granville**, *Bridgend*
- **Lorne Tietjen**, *Surrey*
- **Andrew Cox**, *Penzance*
- **David Littern**, *Middlesex*
- **Matthew Hall**, *Middlesex*
- **Peter Barrett**, *Co. Armagh*
- **Bent Eigil Sumelius**, *Norway*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Kevin Spring, *Bradford*	A,B,C,D,G,H,I
Kenneth Pickering, *Ayrshire*	A,B,C,D,G,I,J
Shaun Bell, *Trowbridge*	A,B,D,E,G,H,I
Kurt Peter Radford, *Rotherham*	A,B,D,E,F,I,J
Philip Foster, *Havant*	A,B,D,E,F,G,I
Derek Topper, *Bristol*	A,C,E,F,G,H,I
Chris Scearce, *Reading*	A,B,C,D,F,G,I
Arthur Van Dalen, *The Netherlands*	A,B,D,F,G,H,I
Ciaran McDermott, *Ireland*	A,B,C,D,E,F,H
Rony Costa, *Middlesex*	A,B,C,D,E,I,J
Andrew Castiglione, *Bristol*	A,B,D,E,F,H,I
Jon Olav Larsen, *Norway*	A,B,C,D,E,F,G
Mario Sioutis, *Greece*	A,C,D,E,F,G,H
Andrew Rutherford, *Macclesfield*	A,B,C,D,F,G,I
Ben Campion, *Staffs*	A,B,C,D,F,H,I
Ben Cook, *Shoreham-By-Sea*	A,B,C,D,G,H,I
Chris Constable, *Devizes*	A,C,D,F,G,H,J
Craig Scotney, *Leighton Buzzard*	A,B,C,D,G,H,I
Dave Bloemer, *Holland*	A,B,C,D,F,G,K
The Terrible Twins, *Banbury*	A,B,C,E,F,H,I
Gard Mellemstrand, *Norway*	A,C,D,E,F,G,I
Andrew Taylor, *Cheshire*	A,B,C,D,F,H,I
James Cruickshank, *Clackmannanshire*	A,C,D,F,G,H,I
Tom Clarke, *Bucks*	A,B,C,D,F,I,K
Kevin Gilbert, *Upton*	A,B,D,G,H,J,K
Brian Mulheran, *Tyne & Wear*	A,C,D,E,F,G,H
Robbie Klijn, *The Netherlands*	A,B,C,D,E,F,L
Stuart Derbyshire, *Bolton*	A,B,D,E,F,G,I
John Heelham, *Manchester*	A,B,D,G,H,I,K
Adam Denton, *Crewe*	A,B,D,F,G,H,I
Jeremy Scoble, *Plymouth*	A,C,D,E,G,H,I
Lewis Cave, *Loughborough*	A,B,D,E,F,I,N
Stephen Mansfield, *Derby*	A,B,C,D,E,J,M
Steven Said, *Australia*	A,B,E,F,G,I,M
Pedro Manacas & Rui Mota, *Portugal*	A,D,E,F,H,I,N
David Gamble, *Co. Antrim*	A,B,C,D,I,L,N
James Bundy, *Reading*	A,C,D,E,F,I,L
M. Mina, *Essex*	A,C,E,F,I,M,O
Nils Menzler, *Germany*	A,B,C,E,I,N,O
Jimmi Aarela, *Finland*	A,B,D,E,F,I,P
Geoffrey Maddocks, *Australia*	A,D,F,G,I,M,N
Anthony Gruitt, *Sittingbourne*	A,B,C,D,F,G,M
Sam Thompson, *Aberystwyth*	C,D,I,M,N,O,P
Alex Underhill, *Wolverhampton*	A,C,F,J,L,M,O
Steven Dalton, *Stockton-on-Tees*	A,B,D,E,G,H,I
Reuben Barker, *East Sussex*	A,C,D,G,L,N,O
Andrew Cox, *Cornwall*	A,B,C,D,E,F,N
Ryan Bledsoe, *Knaresborough*	A,B,D,H,I,L,P
David Albon, *Herts*	A,C,D,E,F,M,N
Andrew Hannath, *Swindon*	A,B,C,D,F,G,H
James Vallerine	A,E,F,G,I,M,O
Gary Carney, *Newcastle-upon-Tyne*	A,C,D,F,L,N,O
Rod Bayliss, *Australia*	A,B,D,F,G,H,O
Richard Kearney, *Wirral*	A,D,E,I,N,O,P
Turo Halinen, *Finland*	A,B,C,D,F,K,O
David Lewis, *Birmingham*	A,B,D,E,F,M,O
Chris Smith, *Lincoln*	A,C,H,I,O,Q,R
Chris Barlett, *Kent*	A,E,F,M,N,O,P
David O'Hara, *London*	A,B,C,D,E,F,M
John Calderon, *Wishawhill*	A,C,E,N,O,P,T
Martin Leng-Smith, *Kent*	A,B,D,F,O,Q,T
Sebastian Vass, *Bath*	A,B,D,H,M,O,P
Ashley Bennett, *Essex*	A,D,I,L,P,C,Q
James O'Sullivan, *Somerset*	A,B,C,D,L,O,P
Ben Mills, *Bedford*	A,B,D,G,J,Q,T
Simon Johansson, *Sweden*	A,D,F,G,H,I,N
Tom Mitchell, *Cumbria*	A,D,F,I,M,O,Q
Sverre Jarl Enger, *Norway*	A,B,D,G,M,N,O
Rob Inman, *Aylesbury*	B,D,L,M,N,O,P
Jonathan Maginness, *Congleton*	A,B,C,D,O,Q,R
Mariusz Bujak, *Poland*	A,B,C,G,O,Q,T
Gary Brawn, *Chester*	A,D,F,L,M,O,R
John Gallagher, *Ayrshire*	A,C,E,H,M,N,Q
Martin Greenwood, *West Midlands*	A,D,E,M,O,P,R
Richard Granville, *Bridgend*	B,E,G,I,M,P,R
Nader Kohbodi, *Anglesey*	A,D,E,M,N,S,T
Kasper Bruun, *Denmark*	A,D,F,M,Q,S,T
Henry Edmondson, *Preston*	A,B,D,E,H,P,R
Tony Hobbs, *Leeds*	A,B,C,E,H,M,R
Justin Badger, *Wolverhampton*	A,B,C,D,E,G,M
Emil Tanem, *Norway*	A,B,D,H,I,N,T
Andrew Panchin, *Basingstoke*	A,C,F,I,M,O,P
Rene Jensen, Denemark	A,C,D,N,O,Q,T
Paul Davies, *Conwy*	A,B,C,D,G,I,M,O
Kevin Loughlin, *Slough*	A,B,C,E,F,K,M,O
Martyn Bibby, *Cheshire*	A,B,D,E,F,G,H,I
Christopher Smith, *Surrey*	A,B,C,D,E,G,I,J
Chris Kerry, *Essex*	A,B,C,F,G,I,K,L
Matthew Weston, *Nottingham*	A,B,C,D,G,H,I,L
Torri Marco, *Switzerland*	A,B,C,D,E,L,M,N
Laurie Eggleston, *Kent*	A,B,C,D,F,G,J,M
Philipp Sokolean, *Switzerland*	A,B,D,E,H,I,L,M
James Hegarty, *Belfast*	A,B,F,G,H,J,N,P
Richard Whitham, *Poulton-le-Fylde*	A,B,C,D,F,G,L,O
Matthew Wilkins, *Wiltshire*	A,B,D,E,G,I,M,N
David Lonroy, *Lancastershire*	A,C,E,F,G,H,M,O
Richard Sutton, *Kent*	A,B,I,F,L,M,N,O
Phillip Renyard, *Ashford*	A,B,D,F,I,L,N,O
Ben Woodhouse, *Whitby*	A,C,D,H,I,M,N,P
Arne G Pettersen, *Norway*	A,B,F,G,I,K,M,O
Simon Nash, *Watford*	A,B,D,H,J,L,M,O
James Martin, *Newent*	A,B,C,D,E,M,O,P
James McCallum, *County Antrim*	A,C,D,F,I,M,O,P
David Faggiani, *Manchester*	A,B,C,D,F,N,O,Q
Anthony/Daniel Hooley, *Derby*	A,B,F,I,K,N,P,T
Richard Walklate, *Hampshire*	A,B,C,D,F,G,H,O
Charles Brent, *Southampton*	A,B,C,D,F,G,H,O
Tara Tietjen, *Surrey*	A,B,C,D,F,I,J,R
Chris Gray, *Fife*	A,C,D,E,F,H,I,J,L
Kevin Seeney, *Bury St Edmunds*	A,B,C,D,I,L,M,O,P
Ciaran Spence, *Ireland*	A,B,D,E,F,G,H,I,J
James Eyre, *Leicestershire*	D,B,A,F,C,J,N,P,O
Paul Davies, *Wrexham*	B,D,E,H,I,J,O,P,R
Thomas McAlinden, *Ireland*	A,C,G,I,J,M,N,O,Q
James McDermott, *Australia*	A,B,D,F,H,L,M,N,P

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Ben Stevens, *London*	A,E,F
Keith Tannahill, *Ayrshire*	A,D,J
Jamil Yahyaoui, *Belfast*	A,B,D
Michael Achilles, *Chingford*	A,D,I
Jan Dehm Neves, *Portugal*	A,E,G
Ben Wakefield, *Twickenham*	A,B,D
Omid Elliott, *Co. Tyrone*	A,B,C
Nick Syrad, *Reading*	A,D,F
Patrick Laakso, *Sweden*	A,B,D
David Gibson, *Fleet*	B,D,H
Mark Underwood, *Cumbria*	A,E,I
Daniel Longstaff, *Chigwell*	A,G,I
Vincent Coyne, *Galway*	A,E,F
Raoul Smids, *Belgium*	A,B,G
Chris O'Riordan, *Cornwall*	A,B,E
Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
Alex Johnson, *Sidcup*	A,C,D
Damian Unwin, *Soton*	B,C,D
Chris Hinkley, *Peckham*	A,B,F
Gordon Willmott, *Edinburgh*	A,D,K
Johan Brown, *Grantham*	A,B,D
Russell Higgins, *Shropshire*	A,G,I
Wajahat Ali, *Blackburn*	A,C,E
Adam Bull, *Leeds*	A,I,K
Tormod Krogh, *Norway*	A,C,F
Remko Veenstra, *Holland*	A,F,G
Moe Aboulkheir, *London*	A,D,J
Oliver Bolton, *Kent*	A,C,F
Elidir Jones, *Gwynedd*	A,B,F
Alan Hooper, *Weston-super-Mare*	A,D,E
Alexander Filipowski, *Warrington*	C,F,J
Wayne Parkes, *Cornwall*	A,B,D
Joel Porter, *London*	A,E,F
Floryn Cleverens, *The Netherlands*	A,C,G
Richard Holmes, *Derbyshire*	E,G,I
Alex Wood, *Ipswich*	A,B,D
Mike Hodzelmans, *Holland*	A,B,D
Michael Petch, *Doncaster*	A,B,I
Simon London, *Norwich*	A,B,C
Peter Campbell, *Belfast*	D,G,J
William Shutes, *Norwich*	A,B,F
Simon Lyddon, *Devon*	A,B,D
Steven Smith, *Essex*	B,D,F
Henry Rummins, *Ashford*	A,B,D
Edward Rummins, *Ashford*	A,B,D
Ryan Carson, *Devon*	A,C,F
Thomas Vincett, *Weston-super-Mare*	A,D,F
Sarah Margle, *Ware*	A,B,I
Toni Ylaranta, *Finland*	A,G,I
Tom Badran, *Basingstoke*	A,C,G
John Hope, *Northampton*	A,F,I
Joshua Clarke, *Birmingham*	A,C,F
Matthew Harper, *Gloucester*	A,D,I
Christopher Green, *Reading*	A,D,F
Chris Knowles, *Cheshire*	A,B,D
Dennis Schuh, *Holland*	A,C,D
Niall Quigley, *Co. Tyrone*	A,B,H
Guy Burdge, *Somerset*	A,D,E
Brian Davidson, *Co. Tyrone*	A,B,D
Scott Butler, *Co. Armagh*	A,C,G
Andrew Phillips, *London*	A,D,J
Alastair Edwards, *London*	A,D,J
Paul Shinn, *Deptford*	A,I,K
Oliver Carson, *Devon*	A,C,D
Christopher Balzan, *Kent*	A,D,F
John Davies, *Staffordshire*	A,D,F
Steven Mai, *Staffordshire*	A,C,D
Daniel Green, *Thornton*	A,C,D
Ben Dawson, *Sheffield*	C,D,J
Richard Best, *Dundee*	A,B,E
Marc Edgeworth, *Gloucester*	A,F,G
Chris Pitchell, *Bristol*	A,B,I
Harrison Bolt, *Surrey*	A,B,F
James Arnold, *Australia*	A,B,C
Alun Thomas, *Haverfordwest*	A,F,J
Mark Aquilina, *Malta*	A,B,I
Gokhan Kurt, *London*	C,H,I
Raymond Wan, *Cheshire*	A,B,D
John Stackhouse, *Walsall*	A,B,D
Lee Fletcher, *Halifax*	A,D,I
Myles Giles, *Huddersfield*	A,D,I
James McKeown, *Ayr*	B,D,I
Christopher Thompson, *Co. Antrim*	A,D,E
Plemis Luijnenburg, *Holland*	A,I,J
Chris Tate, *Tyne & Wear*	A,G,I
Manolis Kalaitzake, *Cork*	A,D,E
Neil Keery, *Co. Down*	A,B,E
Peter Bowden, *Manchester*	A,B,F
Craig Thomas, *South Wales*	A,G,H
Kari Bogdanoff, *Finland*	A,G,J
Donique Visser, *Holland*	A,B,K
Jimi McGuinty, *Cheshire*	C,D,E
Mark Anthony Say, *Cleveland*	A,D,E
Daniel Green, *Cleveleys*	A,C,D
Lochlan McBride, *Australia*	A,D,F
Gavin Major, *Worcestershire*	A,B,D
Michael Lam, *Southport*	A,B,I
Andrew Robinson, *Darlington*	A,B,C
Kristof Villers, *Belgium*	A,D,F
Paul Mann, *Evesham*	A,B,D
Edward Lunn, *West Sussex*	A,B,C

NAME	COMPLETED
Frederic Azais, *Canada*	A,B,D
Robert Moore, *Co. Cork*	A,C,E
Michael Elderfield, *Canterbury*	A,D,F
Tjing Lam, *Netherlands*	A,E,F
Lesley Hodges, *Switzerland*	A,B,I
Tom Hill, *Wickford*	A,B,F
Mart V. D. Ven, *Holland*	A,C,I
David Conroy, *Lancaster*	A,B,C
John Addis, *Marlow*	A,B,D
Victor Supica, *Australia*	A,B,K
Ben Duffield, *Great Yarmouth*	A,D,E
Rowan Sloan, *Orpington*	A,D,F
James Hulston, *Manchester*	A,D,H
Mike Barber, *Stoke-on-Trent*	A,C,D
Gary Townsend, *Norfolk*	A,B,D
Chris 'The Pyemaster' Madden	A,B,C
Joshua Kendall, *Australia*	B,C,D
Robert Eaton	A,B,G
James Steer, *Maidenhead*	A,D,F
Robert Beaver, *Manchester*	A,B,D
Carl Brennand, *Cumbria*	A,B,F
Richard McCann, *Wirral*	A,C,D
Thomas Taylor, *London*	A,C,D
Henryk B. Zaleskijr	A,B,L
John Lucas-Herald, *Edinburgh*	A,D,I
Michael Craze, *Chigwell*	A,C,D
Jostein Austvik Jacobsen, *Norway*	A,B,F
Daniel Aherne, *Manchester*	A,B,D
Mark Jackson, *Cumbria*	A,D,H
Paul Howling, *Suffolk*	A,D,M
Ricardo Perez, *Southport*	A,B,I
David Fisher, *Hull*	A,D,E
MD Lin, *Crawley*	D,E,H
Harris Tsalidis, *Greece*	A,C,D
Matthew Greig, *Angus*	A,E,H
Iestyn Roberts, *Caernarfon*	A,D,F
Nick Fell, *Oxshott*	B,D,M
Christopher Poole, *Bristol*	A,B,M
Anthony Reynolds, *London*	A,F,M
Luke Wells, *Chester*	A,D,I
Tom White, *West Sussex*	A,J,M
Liam Allsworth, *Oxford*	H,I,L
Daniel Allsworth, *Oxford*	H,I,L
Seiji Lim, *South Croydon*	B,C,M
William King, *Bromsgrove*	A,E,F
David Kelsey, *London*	B,D,E
Sam Ranford, *Cornwall*	D,H,I
Richard Fong, *Bebington*	A,B,D
Andrew Fong, *Bebington*	A,B,D
Hedley Gabriel, *Essex*	A,B,D
John Mellor, *Huddersfield*	A,G,H
Luke Sculley, *East Sussex*	A,B,M
Asim Haneef, *Croyden*	A,B,H
Jack Tappenden, *Kent*	A,B,M
Michael Betts, *Northampton*	A,B,M
Gregory Moore, *Radley*	D,M,O
Nicholas Crew, *Petersfield*	A,I,M
James Whitehurst, *Dorset*	C,D,F
Morville O'Driscoll, *Worcester*	A,D,O
Aaron Woolridge, *Monmouth*	D,H,N
Daniel Tiller, *Eastleigh*	A,I,M
Jenny Lam, *Southport*	A,B,I
Toby Searle, *Kent*	A,C,M
Paul Murray, *Switzerland*	A,B,P
Sam Wills, *Wolverhampton*	A,C,J
Kevin Moss, *Wolverhampton*	A,B,D
Andrew Gair, *Stafford*	A,D,P
Christopher Conn, *Aberdeen*	A,D,O
Andrew Grant, *Shetland*	A,I,P
Martin Cullum, *Middlesex*	A,E,I
David King, *Kent*	A,B,D
William Luing, *Penzance*	M,N,O
Alex Symington, *East Sussex*	A,L,O
Stephen Whelan, *Kent*	A,B,L
Adam James Rigby, *Bedford*	A,B,C
Aodan McDangh, *Ireland*	A,D,G
Jonathan Rockcliff, *Tadcaster*	A,C,D
Tim Matthews, *East Sussex*	A,D,M
Ben George, *Middlesex*	A,B,N
Andrew Squires, *Harlow*	A,B,M
Gary Azzopardi, *Telford*	A,B,O
Olli Oja, *Finland*	A,B,M
M O'Driscoll	A,D,O
Michael & Ashely Phillips, *Surrey*	A,B,M
Ricky Field, *Waringham*	A,F,P
Jack & Tom Patterson, *Shepton Mallet*	A,B,F
Byron Spring, *Kent*	A,B,M
Dave Wilkie, *Fife*	A,F,M
Stuart Millar, *Guildford*	A,H,M
Jack McCarthy, *Dublin*	D,E,F
Niall O'Toole, *Galway*	A,B,E
Carl Docksey, *Staffs*	A,D,O
Andrew Wilkins, *Isle of Wight*	A,D,O
Brendon Edge, *Notts*	A,B,C
Michael Arnott, *Glasgow*	D,E,O
Hannu-Pekkahalme, *Finland*	A,D,O
Adan Heyes, *Co Atrium*	A,F,M
Murray Purves, *Southampton*	A,E,G
John Waters, *Derby*	A,B,D
Helen Dohery, *London*	A,B,O
Jenna Blackman, *Bognor Regis*	A,F,M
Jonathan Walker, *West Midlands*	A,O,P

NAME	COMPLETED
Eric Milne, *Galasheils*	A,M,O
Robert Johnson, *Coventry*	A,F,O
James Fowler, *Staffs*	A,I,M
James Fitzgerald, *Merseyside*	A,J,O
Luke Cavalier, *Australia*	B,E,F
Geir Olav Skei, *Norway*	A,D,I
Tom Winteron, *Lincs*	A,C,F
Craig Syme, *Kent*	A,D,T
John Roe, *Cambridge*	A,B,O
Richard Elliot, *Guernsey*	A,B,D
Sandy Critchey, *Doncaster*	A,M,Q
Raymond Wegman, *Holland*	A,D,M
Christopher Tynan, *Cumbria*	B,I,T
Tim Booth, *Shropshire*	B,M,N
Simon Johnson, *Tyne & Wear*	A,M,P
Sean Cooney, *Co. Cork*	D,M,P
Stian Olsen, *Norway*	A,B,D
Chris Smith, *Lincoln*	C,H,I
Alamgir Ali, *Herts*	A,D,M
Thomas Freeman, *Derby*	B,G,J
Scott Murray, *Scotland*	A,C,J
John Campbell, *Scotland*	A,C,J
Jamie Brock, *Weston-Super-Mare*	A,F,O
Andrew Gold, *Glasgow*	A,B,I
Ludqig De Vleeschouwer, *Belgium*	A,B,D
Simon Terry, *Surrey*	A,B,M
Edward Long, *Co. Cork*	D,M,P
Mark Hall, *Shropshire*	A,B,Q
Andrew Henderson-Regg, *Norfolk*	A,F,O
Richard Dell, *Surrey*	C,D,M
Jason Frost, *Australia*	D,I,L
Kalvin Graham, *Glasgow*	D,F,G
Gavin Leithall, *Devon*	A,B,F
Jonathan Ko, *Redditch*	C,D,O
Adam Coltman, *Surrey*	A,D,F
Tom Riley, *Herne Bay*	A,N,T
Stuart Black, *Middx*	D,F,P
Chris Lockwood, *Grimsby*	A,O,P
Chris Toudic, *Jersey*	A,F,O
Thomas Yates, *Reading*	A,B,T
Chris Purdie, *Jersey*	A,I,M
Mark Robinson, *Congleton*	D,H,T
Andrew Foster, *Ilkley*	D,M,P
Matthew Sexton, *Bedford*	A,D,O
John Szcsepaniak, *Suffolk*	A,J,P
Ben Claxton, *Essex*	A,L,M
Jonathan Bennison, *Herts*	D,M,R
Gary Enticott, *Cardif*	A,R,T
Michael Rowinski, *Poland*	A,H,M.
Jamie Burt, *Somerset*	M,O,Q
Simon Haywood, *Birmingham*	D,F,O
Bobby Matthews, *Kingston upon Thames*	A,D,Q
Daniel Mills, *Sunderland*	A,D,F
Paul Want, *Leamington Spa*	A,F,I
Johnathan Waugh, *Glasgow*	B,D,L
Darryl Cook, *Brighton*	A,L,O
Christian Eckmann Engelsen, *Norway*	A,B,O
Oliver Rea, *Wokingham*	A,D,O
Tony Pang, *Orpington*	A,D,O
Stewart McIver, *Edinburgh*	A,B,C
David Washington, *Switzerland*	C,M,Q
Anders Tonsberg, *Norway*	A,M,T
Helen Nicholls, *London*	A,G,O
Ben Richardson, *Middlesborough*	A,B,O
James Holt, *Brighouse*	B,D,M
Lill-Britt Andersson, *Sweden*	A,D,L
Jordan Earp, *York*	A,D,P
Denis & Thomas Craven, *Clitheroe*	A,B,M
Paul Galvin, *Dublin*	D,N,Q
Paul Davies, *Edmonton*	B,E,G,I
Chris Thomas, *Wallington*	A,B,C,I
Tom Walker, *Halstead*	A,E,F,H
Lawrence Gilbey, *Bridport*	A,B,C,I
Neil Williamson, *Nottingham*	A,B,C,F
James Leigh, *Clevedon*	A,B,G,I
Carl Bullen, *Liverpool*	A,B,G,H
Alex Mann, *Bedford*	A,C,D,F
Mark Quinn, *Preston*	A,B,E,I
Daniel Weserholm, *Finland*	B,D,E,I
Andrew Davies, *Essex*	A,B,D,I
Martin Cater, *Hucknall*	A,B,C,G
Daniel Lally, *Berkshire*	A,B,F,G
James Hinton, *Knoresborough*	A,B,C,D
Michael Walker, *Londonderry*	A,D,H,I
Asgeir Vikan, *Norway*	A,B,D,J
Andrew Carrington, *Pontefract*	A,D,E,J
Raymond Wells, *Essex*	A,B,F,H
Ed Higgins, *Essex*	A,B,G,I
Joel Radford, *Australia*	A,B,C,D
Kane Dorey, *Jersey*	A,B,D,H
David Dixon, *Cumbria*	A,D,F,G
Richard Woodall, *New Zealand*	A,C,D,G
Martin Drew, *Bognor Regis*	A,D,G,J
David Park, *Tyne & Wear*	A,D,F,G
James Garrity, *Liverpool*	A,B,D,E
Michael Williams, *Cardiff*	D,H,I,K
Mikael Bogdanoff, *Finland*	A,F,I,J
Tom Carver, *Devon*	A,C,H,I
Steven Goacher, *Surrey*	A,B,D,H
Kevin Gurton, *Kent*	A,B,D,I
David and Chris Mason, *Plymouth*	A,B,D,I
Scott Winterburn, *Norfolk*	A,D,G,I

NAME	COMPLETED
Antonio V. Carmona, *Spain*	A,D,G,I
Paul Jerome, *London*	A,B,C,D
Gavin Cullen, *Earlston*	A,C,F,G
Mark Shackcloth	A,F,G,I
Daniel Brown, *Australia*	A,D,F,M
Jerden Marinus, *The Netherlands*	A,B,E,H
Jaakko Hermunen, *Finland*	A,B,C,I
Antony Bogan, *Cleveland*	B,D,H,I
Richard Doherty, *Newport*	B,D,E,J
Jonathan McConnell, *Truro*	A,B,E,F
Ross McConnell, *Truro*	A,B,E,F
Barry Glover, *Manchester*	A,B,D,M
Chris Lowe, *Tyne & Wear*	A,C,D,H
Steven Astley, *Wigan*	A,E,F,J
Mike Smith, *Gloucester*	A,B,C,M
Ivo Miguel Castro Couto, *Madeira*	A,D,G,O
David Shuker, *West Midlands*	A,B,C,H
Anthony Coombes, *Bridgewater*	A,D,O,P
Nick Mushlin, *Selkirkshire*	B,H,N,O
Luke Butcher, *London*	A,D,I,O
Steffan Hole, *Bridgend*	A,B,F,M
Chris Barnes, *Burton-on-Trent*	A,E,I,O
Ian Lawlor, *Leeds*	A,B,D,O
Gregory Dillow, *Ealing*	A,B,C,D
Henrik Brixmark, *Motala*	B,E,L,N
Oscar Cederberg, *Motala*	B,E,L,N
Edward Forrester, *Southampton*	F,G,H,M
Martin Critchley, *Doncaster*	A,C,D,M
Petri Satlin, *Finland*	B,D,E,O
Rambo, *Merseyside*	A,B,I,J
Andrew Pinchin, *Basingstoke*	A,C,F,O
David Sanderson, *Worcester*	A,B,G,M
Chris Dyer, *Newcastle-Upon-Tyne*	A,D,F,G
Nigel Pain, *Plymouth*	B,D,O,Q
Alex Dickinson, *Australia*	B,D,G,M
Ben Holroyd, *Essex*	C,D,F,P
Richard Best, *Dundee*	A,B,E,N
Josh Bryson, *Cheltenham*	A,D,Q,R
Sheldon Marsh, *Somerset*	A,B,D,M
Andrew Barraclough, *Galashiels*	A,E,H,M
Henri Halonen, *Finland*	A,F,L,O
Nathan Dobby, *Cheshire*	A,B,I,O
David Jones, *London*	A,B,D,M
Rob Smit, *The Netherlands*	B,D,F,M
Joachim Clauwers, *Belgium*	A,B,D,F,H
Robert Ward, *Middlesex*	A,B,G,H,I
Aaron Tuson, *Essex*	A,C,D,E,F
Simon Webber, *Wokingham*	A,B,D,E,F
Stephen Rogers, *Manchester*	A,C,E,F,H
Pat Shields, *Co. Down*	A,C,D,E,I
Benjamin Khan, *Bradford*	B,C,D,F,I
Per Nilsson, *Sweden*	A,B,D,F,I
Panagiotis Bagiokos, *Greece*	A,B,C,F,I
Roeland Van Straalen, *Holland*	A,B,C,F,I
Aynsley Welling, *Cyprus*	C,E,F,G,I
Mark Herjan, *Poland*	A,C,D,J,M
Charles Ayesa, *Australia*	A,B,D,G,H
Mark 'Maximum' Green, *Cheltenham/***N64**	A,C,D,F,H
Chris Kerry, *Essex*	A,B,C,F,I
Daniel Metcalf, *Norwich*	A,C,D,F,G
Michael Middleton, *Huddersfield*	A,B,C,D,H
Richard Brady, *Essex*	A,D,F,H,I
Steven Bigham, *Whitburn*	A,C,F,H,I
Ashley Hamilton, *Co. Tyrone*	A,B,D,H,I
Andre Bifleuen, *Holland*	A,B,E,G,I
Roger King, *Suffolk*	A,B,D,F,I
James Smith, *Gloucester*	A,B,D,F,G
Alain Keersmaekers, *Belgium*	A,B,F,J,L
Andy Pearce, *Featherstone*	A,B,D,F,I
Graeme Downes, *Surrey*	A,C,D,O,P
Adam Skeggs, *Leicester*	A,C,E,H,M
Robert & David Scott, *Fife*	A,F,H,I,M
Martin Hunter, *Edinburgh*	A,B,C,E,L
Mervyn Wan, *Surrey*	A,B,C,D,O
Scott Douglas, *Oxon*	B,E,I,M,O
Bruce Linings, *Watford*	A,D,H,L,O
Leigh Bates, *Wiltshire*	B,C,F,J,O
Jan-Erik Spangberg, *Sweden*	M,N,P,S,L
Nick Hughes, *Bury*	A,D,F,J,T
Danielle Simoncelli, *Italy*	A,B,D,E,F
Richard Jenkins, *Scotland*	C,D,E,M,T
Stephane Gosselin, *Canada*	A,H,K,L,P
Steven Woolley, *Norfolk*	A,B,D,N,O,P
George Ioakimidis, *Greece*	A,B,C,D,H,I
Gavin Cole, *Tyne & Wear*	A,B,C,F,G,H
Jonathan Cole, *Tyne & Wear*	A,B,C,F,G,H
James Register, *Surrey*	A,B,C,D,F,H
David Taylor, *Fife*	A,C,D,F,H,I
Justin Servis, *Co. Roscommon*	A,D,E,G,H,I
George Roberts, *Middlesex*	A,D,E,H,M,N
Nick Taverner, *Suffolk*	A,B,C,D,H,I
John Brockie, *Cumbria*	A,B,C,D,M,N
Tony Mendum, *Middlesbrough*	A,B,D,F,J,P
Billy Newing, *Kent*	A,D,E,G,I,M
Gary Taylor, *Essex*	A,C,D,E,I,J
Andrew Gray, *Oban*	A,C,D,N,O,P,R
Andy Gair, *Stafford*	C,E,J,M,Q,R
Simon Murphy, *Co. Down*	A,B,D,F,O,P
James Mitchell, *Cumbria*	A,D,F,I,O,Q
Janne Kaitila, *Finland*	A,C,D,M,N,O
James Bayford, *Walthamstow*	A,D,F,J,O,T

Club 64 DIRECTORY

In association with BEATTIES Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

BOX WORLD KILLING 64

65% ★3 — Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



The idea of this controversial shoot-'em-up is to work your way round the world's most dazzling beauty spots and destroy them using evil blue explosive boxes filled with pollutants. Watch out for the moustachioed delay experts at The Airport!!

TOP TIP Remember, bonus points can be earned by using the yellow bag to suffocate lovely free-roaming animals, thereby destroying the earth's natural balance. Sorted!

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

1. ZELDA 98%
2. MARIO 64 96%
3. TUROK 2 95%
4. GOLDENEYE 94%
5. SHADOWMAN 93%, JET FORCE GEMINI 93%, DONKEY KONG 64 93%, F1 WGP 93%



UK Game releases

40 WINKS
71% ★3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING
89% ★4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP In Match race, beat the six courses on expert to unlock Deadly Falls.

A BUG'S LIFE
31% ★1 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT
58% ★1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE
10% ★0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL
84% ★3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000
68% ★3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS
68% ★3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES
76% ★3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES
67% ★3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64
53% ★2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI
67% ★2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE
92% ★5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BATTLETANX
74% ★3 — 3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BEETLE ADVENTURE RACING
81% ★4 — EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS
76% ★3 — GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% ★5 — Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP Re-enter a race after 'doing' it to race against your very own ghost.

BODY HARVEST

91% 5 Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% 1 Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% 2 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% 2 Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% 4 Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% 0 SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% 4 Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% 3 Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% 3 Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% 2 Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% 1 Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% 3 Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% 3 GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓

24% 0 Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% 3 Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA

24% 0 Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% 0 Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

DARK RIFT

69% 1 Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING

90% 4 Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA





A massive adventure mode and three different vehicles. Not quite as good as *MK* though.



TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DONKEY KONG 64

93% 5 Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG





It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64

77% 2 GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES

50% 0 Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUKE NUKEM 64

85% 4 GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW





A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR

90% 4 GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG





A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.*

EARTHWORM JIM 3D

68% 3 Virgin • £40 • 1 players • controller pak • rumble pak • Issue 35 • JB

Jim's back, but his first foray into 3D is a middling effort. It's enjoyably silly, mind.

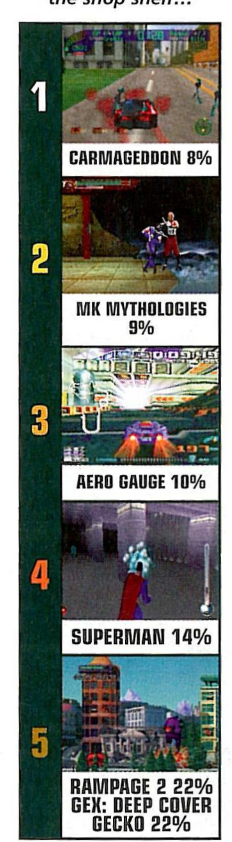
ECW HARDCORE REVOLUTION

80% 3 Acclaim • £40 • 1-4 players • controller pak • rumble pak • expansion pak • Issue 39 • MG

Entertaining rasslin' despite a rubbish licence and forgettable characters.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

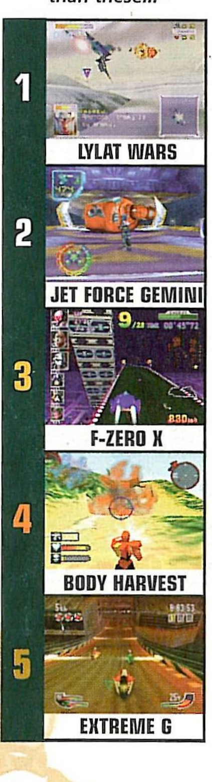




GO! GO!

STAR MORES

Star Wars games, eh? Don't get too many of them. Except now! 'There's a whole wealth of Star Wars-ey games on the N64,' reckons Simon Weltingham from Harrow. 'So, if you're after a bit of Star Wars-style action, you could do a lot worse than these...'



EXTREME G

87% 2 — Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW

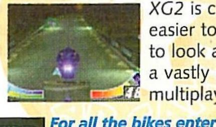



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

EXTREME G2 (XG2)

85% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB

XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION

71% 1 — Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 — Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 — Nintendo • £40 • 1/2 players • rumble pak • on cart • expansion pak • Issue 32 • JA

There's not enough new here.

FIFA 64

39% 0 — EA • £25 • 1-4 players • controller pak • Issue 2 • TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 — EA • £30 • 1-4 players • controller pak • Issue 10 • TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 — EA • £40 • 1-4 players • controller pak • rumble pak • Issue 26 • TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 13 • JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 — Crave • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 — Interplay • £40 • 1/2 players • controller pak • rumble pak • Issue 27 • TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 16 • MK

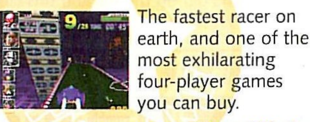



A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 22 • JP

The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!

47% 1 — Konami • £50 • 1/2 players • rumble pak • controller pak • Issue 22 • TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 — Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 — GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 — Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 — Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 — Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN

69% 1 — Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 — Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 — Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer with delicious tracks and ace stunts.

IGGY'S RECKIN' BALLS

56% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling. There's loads to it, but it's just not that exciting.

ISS 64

92% 4 Konami • £30 • 1-4 players • controller pak • Issue 3 • TW




An almost flawless game which could only have been bettered with the addition of real teams.



TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JET FORCE GEMINI

93% 5 Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.



TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KNOCKOUT KINGS 2000

82% 3 EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo • £30 • 1/4 players • on Cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% 5 Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB




Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGO RACERS

70% 3 Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 Infogrames • £40 • 1 player • on cart • rumble pak • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 3 GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 Activision • £40 • 1/2 players • rumble pak • on cart • Issue 34 • JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MICHAEL OWEN'S WLS 2000

84% 4 THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO

86% 4 Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB



Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, a clunky engine and bad controls.

MK MYTHOLOGIES

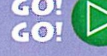
9% 0 GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MARIO MAGIC

'Mazza's been in some of the greatest N64 games the world has ever seen!' squeals Marc Sampson from Ipswich. 'I should know – I've got every single one!'







REET PE-CHEAT!

Jonathan Maidment from Malmesbury lists the N64 games with the best cheats (and in the process earns himself a copy of the frankly wondrous Worms Armageddon)...


1 TUROK 2
2 ROGUE SQUADRON
3 GOLDENEYE
4 QUAKE II
5 BANJO-KAZOOIE

MONACO GRAND PRIX
87% 4 — Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB


Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS
66% 2 — Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game, with new two-player modes.

MORTAL KOMBAT 4
84% 4 — GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY
34% 1 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP
71% 2 — Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

MYSTICAL NINJA
90% 4 — Konami ● £50 ● 1 players ● controller pak ● Issue 14 ● TW



With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again*

NAGANO WINTER OLYMPICS
32% 1 — Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99
59% 1 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE
90% 4 — Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak on cart ● Issue 18 ● MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME
52% 1 — GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA JAM '99
83% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000
80% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99
64% 2 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000
65% 3 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98
71% 2 — Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NHL PRO '99
52% 2 — Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above average slice of ice-based hockey.

NBA PRO '99
52% 2 — Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ
87% 4 — GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK



Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98
86% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT


It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99
90% 5 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000
60% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update of top QBC series with nasty passing. Stick with last year's version.

NHL '99
74% 4 — EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY
62% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99
64% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NUCLEAR STRIKE
82% 4 — THQ ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 39 ● MK

Top notch update of classic copter game, with lashings of great missions.

OLYMPIC HOCKEY
60% 1 — GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

PAPERBOY
62% 2 — Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

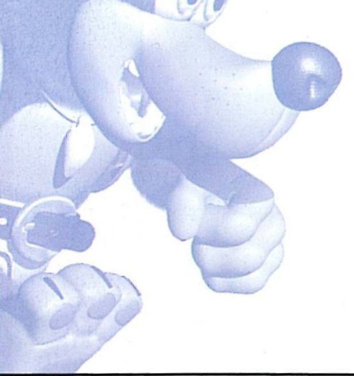
Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS
58% 2 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

PGA EUROPEAN TOUR GOLF
80% 4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 38 ● MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

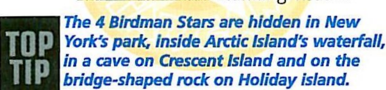


PILOTWINGS 64

89% 5 Nintendo • £20 • 1 player • on cart • Issue 1 • TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.



TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.*

PREMIER MANAGER 64

82% 4 Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4 Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW




Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!



TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4 Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1 GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3 Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG




Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average.

ROAD RASH 64

68% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB




The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts • £50 • 1 player • cart • rumble pak • expansion pak • Issue 25 • TW




Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUGRATS TREASURE HUNT

48% 1 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% 3 Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 Take 2 • £50 • 1 player • on cart • Issue 22 • MK

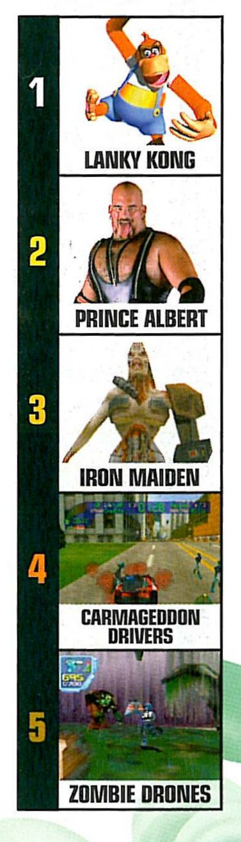



The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

THEY GOT IT AT FREAKS

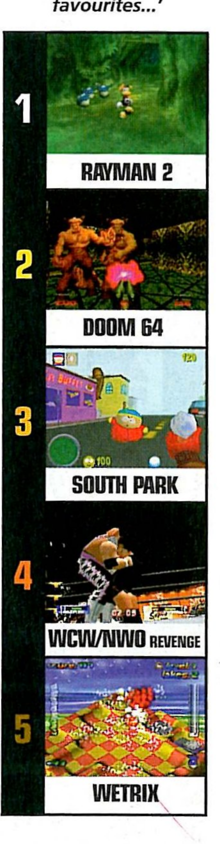
Coming from the terrifyingly-named Lancashire town of Poulton-le-Fylde, you'd expect James Stead to be well used to seeing freaks. Which probably makes his list of oddities just about as accurate as you'll get!



GO! GO!

70%-ERS

'Due to N64's spot-on marking scheme, average games get average marks,' spots the obviously intelligent Raymond Chung from London. 'But, there's some 70% games that are well worth the effort. Here are my five favourites...'



SNOWBOARD KIDS

86% 4 — Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK

83% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off with ace mini games. Shortlived but fun.

SOUTH PARK RALLY

88% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG





Missions, computer bots and every South Park character you can think of. Great stuff!



TOP TIP *Search Gayworld's nooks and crannies to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK





Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option for a cut scene showing your racer trading insults with the course favourite.*

SUPERCROSS 2000

76% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim, though it takes ages to get to grips with.

SUPERMAN

14% 0 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo • £50 • 1 player • on cart • Issue 1 • ZN





Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TETRISPHERE

69% 3 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK





At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE

55% 2 — Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TOP GEAR OVERDRIVE

79% 3 — Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY



86% 4 — Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD





Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB





Brilliant rally game with arcade handling. There's even a random track generator.

TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

TOY STORY 2

71% 3 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy levels.

TUROK DINOSAUR HUNTER

91% 4 — Acclaim • £30 • 1 player • controller pak • Issue 1 • TW





Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *• Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 SEEDS OF EVIL

95% 5 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW





A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK: RAGE WARS

87% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG





The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 — Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIRTUAL POOL 64

77% 4 — Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

VIGILANTE 8

74% 3 — Activision • £40 • 1/4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

V-RALLY 99

90% 5 Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA




Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak Issue 36 ● MG

EA's first WCW game is lightning quick , but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.

WORLD CUP '98

73% 2 EA ● £40 ● 1/4 players ● Controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER CHAMPIONSHIP

91% 5 Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 33 ● JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.



All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Press Left, Right, Right, Left, Down, Up at the next screen.

WORMS ARMAGEDDON

85% 4 Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK




A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete the training and one-player missions to access brand new multiplayer options.*

WWF ATTITUDE

88% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.*

WWF WARZONE

85% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK




A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

WWF WRESTLEMANIA 2000

90% 5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH




The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, good-looking four-player beat-'em-up. Lacks lifespan, but still…

GET RASSLIN'

Wrestling, then. It's got pants, blokes on steroids and women who look like they've been created in a laboratory, but it's still so popular. A fact that isn't lost on Paul Towler from Manchester, who lists his five fave wrestling games ever…

1. WWF WRESTLEMANIA 2000
2. WCW/NWO REVENGE
3. WWF ATTITUDE
4. WCW vs NWO WORLD TOUR
5. WCW MAYHEM

Club 64 DIRECTORY readers top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best, and most original chart, wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath. BA1 1BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five...
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name...
Address...
....
....
....
Postcode...
Game wanted...

RARE OLD TREAT

"As we all know, Rare titles are just about as good as games get," says Thomas Cratch from Sunderland. "So, I've put together this list of the five best N64 games that Rare have ever done..."



YOSHI'S STORY

86% 5 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 15 • TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the '?'.

Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up • 1/2 players • Issue 11 • ME	90%	4
AIR BOARDER 64	Human • 1/2 players • Issue 16 • TW	62%	2
A BUG'S LIFE	Activision • 1 player • Issue 31 • JB	62%	2
AUGUSTA MASTERS '98	T&E Soft • 1-4 players • Issue 14 • JP	40%	1
BANGAIO	Treasure • 1 player • Issue 36 • MK	84%	4
BOMBERMAN D-DAMAN	Hudson • 1 player • Issue 20 • JP	23%	0
BOTTOM OF THE NINTH	Konami • 1/2 players • Issue 30 • TW	44%	2
CHORO Q 64	Takara • 1-4 players • Issue 20 • MK	56%	1
DENRYU IRA IRA BOU	Hudson • 1/2 players • Issue 12 • JN	65%	2
DEZAEMON 3D	Athena • 1-4 players • Issue 19 • MK	82%	4
DORAEMON	Epoch • 1 player • Issue 2 • TW	60%	1
DORAEMON 2	Epoch • 1 player • Issue 26 • JB	52%	2
F-CUP MANIAX	Imagineer • 1/2 players • Issue 34 • JB	85%	5
FAMISTA 64	Namco • 1-4 players • Issue 11 • TW	68%	1
FOX COLLEGE HOOPS	Fox Interactive • 1/2 players • Issue 26 • TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson • 1 player • Issue 26 • TW	??%	2
GLORY OF ST. ANDREWS	Seta • 1-4 players • Issue 1 • TW	58%	0
GOLDEN NUGGET	EA • 1-4 players • Issue 26 • TW	52%	2
HARVEST MOON 64	Natsume • 1 player • Issue 39 • MK	90%	5
JANGOU SIM MAH JONG 64	Video System • 1 player • Issue 7 • JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer • 1-4 players • Issue 8 • TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson • 1/2 players • Issue 10 • TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami • 1-4 players • Issue 1 • TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami • 1-4 players • Issue 32 • TW	90%	5
JEOPARDY!	Take 2 • 1-3 players • Issue 16 • MK	9%	0
JIKKYOU WORLD CUP '98	Konami • 1-4 players • Issue 18 • TW	91%	4
KING OF PRO BASEBALL	Imagineer • 1-4 players • Issue 1 • TW	68%	1
KIRATTO KAIKETSU	Imagineer • 1-4 players • Issue 25 • TW	60%	2
LAST LEGION UX	Hudson • 1/2 players • Issue 32 • MK	60%	3
LEGEND OF THE RIVER KING	Natsume • 1 player • Issue 26 • JB	56%	3
LET'S SMASH	Hudson • 1-4 players • Issue 23 • TW	67%	3
MAH JONG 64	Koei • 1-4 players • Issue 3 • JD	65%	1
MAH JONG MASTER	Konami • 1-4 players • Issue 1 • WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo • 1-4 players • Issue 18 • MK	74%	4
MARIO PARTY 2	Nintendo • 1-4 players • Issue 39 • MG	87%	5
NEON GENESIS EVANGELION	Bandai • 1 player • Issue 35 • JB	61%	3
NIGHTMARE CREATURES	Activision • 1 player • Issue 25 • MK	57%	1
OGRE BATTLE 3	Quest • 1 player • Issue 34 • MG	61%	3
PACHINKO WORLD 64	Hewia • 1 player • Issue 13 • TW	12%	1
PIKACHU GENKI DECHU	Nintendo • 1 player • Issue 25 • ME	75%	3
POKÉMON SNAP	Nintendo • 1 player • Issue 29 • MG	80%	4
POKÉMON STADIUM 2	Nintendo • 1 player • Issue 25 • ME	75%	3
POWER LEAGUE 64	Hudson • 1/2 players • Issue 7 • JA	42%	0
POWER PRO BASEBALL 4	Konami • 1/2 players • Issue 3 • TW	54%	2
POWER PRO BASEBALL 5	Konami • 1/2 players • Issue 17 • MK	78%	3
PUYO PUYO SUN 64	Compile • 1/2 players • Issue 10 • ZN	80%	3
PIKACHU GENKI DECHU	Nintendo • 1 player • Issue 25 • ME	75%	3
SIM CITY 2000	Imagineer • 1 player • Issue 13 • JP	83%	3
SNOWBOARD KIDS 2	Atlus • 1-4 players • Issue 28 • JA	80%	4
SNOW SPEEDER	Imagineer • 1/2 players • Issue 26 • JA	71%	3
STAR SOLDIER	Hudson • 1 player • Issue 19 • MK	62%	1
SUPER BOWLING	Athena • 1-4 players • Issue 30 • MG	72%	4
SUPER ROBOT SPIRITS	Banpresto • 1/2 players • Issue 20 • MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami • 1-4 players • Issue 15 • TW	78%	4
TAMAGOTCHI WORLD 64	Bandai • 1-4 players • Issue 12 • JN	79%	4
TETRIS 64	Seta • 1-4 players • Issue 26 • JA	42%	1
TOKON ROAD	Hudson • 1-4 players • Issue 12 • DM	49%	1
TOY STORY 2	Activision • 1 player • Issue 37 • JB	71%	3
TRIPLE PLAY 2000	EA • 1-4 players • Issue 29 • MG	50%	2
TRUMP WORLD	Bottom Up • 1-4 players • Issue 21 • MG	21%	1
VIRTUAL CHESS	Titus • 1/2 players • Issue 18 • TW	76%	3
WCW NITRO	THQ • 1-4 players • Issue 27 • JP	42%	1
WHEEL OF FORTUNE	Gametek • 1-3 players • Issue 11 • TW	17%	0
WINBACK	Koei • 1-4 players • Issue 35 • MK	83%	4
WONDER PROJECT J2	Enix • 1 player • Issue 1 • WO	55%	2



COMPETITION

WIN! Donkey Kong Toys!

Finally completed *Donkey Kong 64*, have you? Well, what better way to celebrate than by grabbing yourself a piece of our chimp-related compo action?! We've gone and got three sets of three top monkey beanies – that's Donkey, Diddy and the frankly disturbing Funky – to give away to one lucky **N64** reader. And all you have to do is answer this low IQ question:

In *DK64*, what is the name of the oldest Kong?
a) Planky
b) Cranky
c) Hanky-Panky
d) Malcolm X

SEND YOUR ENTRIES TO:
Mr (DK) Bean (ies)
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW

RULES

1. The closing date for entries is 24th April 2000.
2. Employees of Future Publishing probably shouldn't enter.
3. The winning entry will be milked from the udders of luck.
4. The Editor's decision really isn't up to much, but still, we'll humour him.
5. 'There's the right house... and then there's the *right* house...'

N64 MAGAZINE BACK ISSUES

ISSUES 1-33 SOLD OUT!



ISSUE 34
The Jet Force Gemini Edition

The world's first review of Rare's superb bug-blaster, *Jet Force Gemini*. Plus pics and the latest info on the games from Japan's Spaceworld show, including *Ocarina of Time* sequel *Zelda Gaiden*, *Kirby 64*, *Mother 3* and *Super Mario Adventure*.

● Find every single Dark Soul in *Shadowman* with the help of our exhaustive Book of Secrets!



ISSUE 35
The Rage Wars Edition

Yet another world exclusive review, this time on Acclaim's new Turok game. Unmissable first tips on space blaster *Jet Force Gemini* and all-new shots of Capcom's zombie shocker – *Resident Evil 2*. Plus all you ever needed to know about Pokémon!

● Battle it out between your favourite Nintendo characters with our free **N64** Pocket Battle Cards!



ISSUE 36
The DK64 Edition

The biggest and best review ever of Rare's awesome new adventure. The world's first playtest of *South Park Rally*, and an exclusive look at coming football-fest *ISS Millennium*. Plus *Jet Force Gemini* tips – find everything, a long awaited PAL *Super Smash Bros* review, Capcom's *Resident Evil 2*, and *WWF Wrestlemania*.

● And don't forget your free christmas gift, an **N64** Worms pen!



ISSUE 37
The ISS Millennium Edition

A detailed look at Konami's new footie title, *ISS Millennium*, with its unique RPG mode. Top secret *Donkey Kong 64* tips – we reveal everything! Reviews of Midway's boxing title *Ready 2 Rumble* and Acclaim's take on Starship Troopers, *Armorines*. A detailed *Super Smash Bros* guide and hints on how to rassle your way through the superb *WWF Wrestlemania 2000*.



ISSUE 38
The Zelda Gaiden Edition

Everything you could possibly want to know about the sequel to the best game ever™. Plus reviews of *South Park Rally* and *Top Gear Rally 2*. If you're stuck, check out our *Resident Evil 2* guide and tips for *Worms Armageddon* and *Turok: Rage Wars*.

● Blast your way through *JFG* and learn every move in *Smash Bros* with this month's unmissable DGG+.



ISSUE 39
The Perfect Dark Edition

Eight pages of stunning *PD* shots and everything you could want to know about how the game plays. Also first ever pics of *Resident Evil Zero* and *Turok 3*. Reviews of *ECW Hardcore Revolution* and *Toy Story 2* plus playing guides for *South Park Rally* and *WWF Wrestlemania 2000!*

● An expert trainers guide for both *Pokémon Red* and *Blue*.

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MUSIC, GAMES & VIDEOS



By Mark Green

Nintendo characters aren't restricted to that portable TV in your bedroom...

Did you know that, back in the early '90s, ITV's early morning Saturday line-up featured a *Legend of Zelda* cartoon? Or that a real-life Mario could be found dancing away on TV screens nationwide? Or even that your local cinema beat every Nintendo mag going to exclusive footage of *Super Mario Bros 3* on the NES?

Since Mario overtook Mickey Mouse in the popularity stakes, dollar-hungry TV and movie execs have come up with a variety of television shows and 'motion pictures' in an attempt to get Nintendo's magic to rub off on them. Unsurprisingly, letting Mario and co. loose in the hands of people who've probably never even seen a Nintendo game hasn't exactly paid dividends. Here's why...







MOVIE



"What's that? Jurassic Park? No, you're on the wrong set, mate."



It's King Bowser. And his wife. Wrong, wrong, wrong!

Super Mario Bros

1993 (PG)

"This is no game!" screamed the tagline. You can say that again. The directors of Channel 4's Max Headroom series brought us Bob Hoskins and John 'Who?' Leguizamo in a movie that had about as much in common with the *Mario* games as an episode of Saved by the Bell.

Rather than putting their powers to use in the familiar, cuddly Mario universe, the movie's twins warped to a dark, foreboding cityscape, and used fireball guns and spring boots to defeat a needlessly humanized Bowser (Dennis Hopper, wishing he was somewhere else).

Add to that a Yoshi who resembled a Jurassic Park reject, and the *hilarious* bit where two Japanese businessmen offered to make a videogame of Mario's adventures, and you're looking at a real dog's mess of a movie. Which, incredibly, Shigsy himself helped to write…

We like... the cute wind-up Bob-ombs, a rare example of the film being relatively faithful to the game.

We don't like... Luigi as a young hunk who ends up snogging Peach.

Mario Mario .... BOB HOSKINS
Luigi Mario .... JOHN LEGUIZAMO
Boswer .... DENNIS HOPPER
Director Annabel Jankel ***Subtitles888***

MOVIE

The Wizard

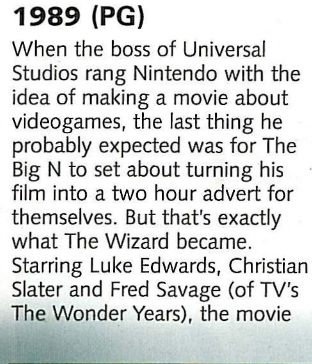
1989 (PG)

When the boss of Universal Studios rang Nintendo with the idea of making a movie about videogames, the last thing he probably expected was for The Big N to set about turning his film into a two hour advert for themselves. But that's exactly what The Wizard became. Starring Luke Edwards, Christian Slater and Fred Savage (of TV's The Wonder Years), the movie focused on a young boy's attempts to reach – and win – the Nintendo World Championships, a tournament which took place in the real world a year later.

There were plenty of Nintendo references – the ill-fated NES Power Glove add-on was used *for evil* by the film's main bad guy – but it was the first, exclusive glimpse of *Super Mario Bros 3* that drew in the punters, helping the game sell upwards of 19m copies on its release, and rake in over $480m more than The Wizard.

We like... Savage claiming that *Zelda*'s recurring princess-rescuing isn't sexist, but 'romantic'.

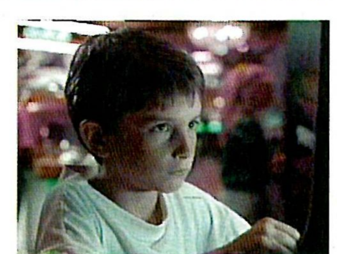
We don't like... Evil Yamauchi's money-making schemes – Universal Studios had to pay Nintendo for the use of their trademarks.



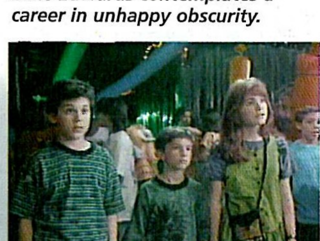


Three screens of Super Mario Bros 3! Oh, the excitement.

Jimmy Woods .... LUKE EDWARDS
Corey .... FRED SAVAGE



Luke Edwards contemplates a career in unhappy obscurity.

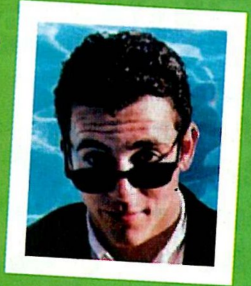


"And as I stood there, I realised this was a defining moment..."

Christine .... WENDY PHILLIPS
Nick .... CHRISTIAN SLATER
Director Todd Holland ..***Subtitles888***

SAVAGE TIME

We quiz Fred Savage, of The Wonder Years fame, about his role in The Wizard.



Q You were 11 at the time – you *must* have been into videogames.

A *Oh my god, yes! I had a Nintendo Entertainment System with Excitebike, Kung Fu, all the classics. In fact, my brother called me last week – he dug out our NES and now he's playing all our old favourites again!*

Q So how did it feel to star in a film about Nintendo?

A *It was like a dream come true. I mean, what a great way to spend your summer, just playing videogames! We got to see advance copies of Super Mario Bros 3, and I had an absolute blast playing it. Were my friend jealous when I told them!*

Q What do you think when you see your performance today?

A *It's a whole rush of emotions – awkward, embarrassed, but at the same time excited to be reminded of the wonderful times I had. In hindsight, I guess The Wizard was just a long advert for Nintendo – I didn't have the business savvy at the time to realise that. But I don't have any regrets about doing the film.*

Q What were your favourite moments?

A *I had scenes with Christian Slater and Beau Bridges, and it was so much fun sparring with such wonderful actors. And the final scene, where they built this tremendous set for the climactic scene at the Championship Finals, was awesome.*

Q Was it as fun off set as on?

A *It was a great atmosphere. Trouble was, most of the adults spent their free time in the local casinos, which I was too young to be allowed into! When work was over, I just had to say goodbye and go to my room.*

Q Lastly, then, is The Wonder Years set for a return?

A *Oh, no! We're happy with the way we left the show, and I don't think anyone would dare mess with that. I've been in a sitcom called 'Working' recently, and now I'm directing TV shows. I'm happy just to carry on doing that.*

GO! GO!





TV SITCOM

Super Mario Bros Super Show

1989-1994

It began with the tinkly original *Super Mario Bros* theme. Then, ex-wrestler Lou Albano and comedian Danny Wells, dressed in baggy dungarees and caps, came a-dancing and a-rapping onto the screen. Yes – Mario and Luigi were actually alive.

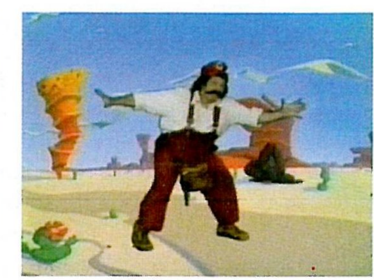
The Super Show consisted of the Mario Brothers spending a few minutes worrying about the lack of plumbing jobs and the rent on their Brooklyn apartment, then welcoming a random celebrity visitor – be it Cyndi Lauper, Magic Johnson or Ghostbuster's Ernie Hudson. A few hilarious exchanges later, it was all over.

Aside from the pointless additional characters (e.g. The Radigator, an alligator who lived in radiator pipes), the strangest aspect of the Super Show was Magic Johnson's pre-filmed video segment being pasted onto a window, in a disastrous attempt at making it look like he was really there.



The TV version of that famous 'pulling the bunny by the ears' Mario moment.

We like... Mario as a chubby, gruff-voiced plumber who can't dance.
We don't like... The names of the episodes. "E.C. – The Extra Creepy" or "Alligator Dundee" anyone?



Words can't convey the hilarity of watching Lou Albano 'Do the Mario'.

Mario Mario .... LOU ALBANO
Luigi Mario .... DANNY WELLS
Himself............................ ERNIE HUDSON
Director Nintendo ***Subtitles888***

TV CARTOON

The Legend of Zelda

1989-1990

Just 13 episodes were made of these 15 minute-long animated adventures, and it's not hard to see why.

Take, for example, the producer's unrivalled grasp of mathematics, which led to the Triforce being comprised of just two pieces. Or wonder aloud why Link actually *lived* with Princess Zelda and her dad, and, worse, acted like a spoilt, brainless American high school student. Mucking about in the castle, begging Zelda for a kiss, and repeatedly whining "Excuuuuuuse me!" were all in a day's work for this Link.

With the regular appearance of Spryte, a jealous fairy who fancied Link herself, this was *Zelda*, Beverly Hills: 90210-style. Ganon's efforts to steal the second part of the Triforce, and Link and Zelda's sword-tangling battles with him, were almost completely overshadowed by comedic tales of unrequited love. Rubbish.



In an unhappy alternate universe, this is what **Ocarina of Time** *looks like.*

We like... Link and Zelda using the boomerang, the sword, and all the other weapons that appeared in the games.
We don't like... The episode where Zelda tells Link off for not tidying his room.

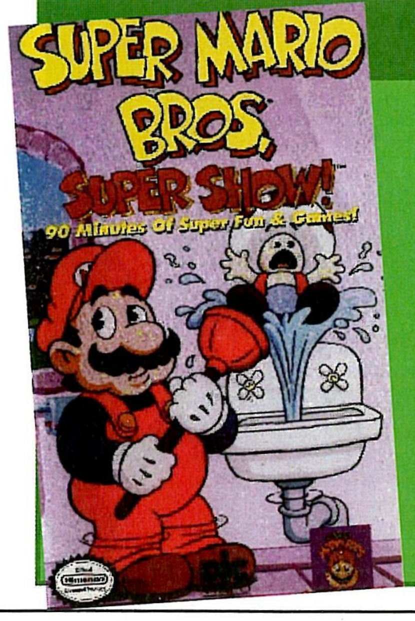
Link .... EXCUUUSE HIM
Princess Zelda .... IRRITABLE



"Well, excuuuse me, princess!" Miyamoto must be crying his eyes out.

King Ganon....................... JUST A BIG PIG
Director Talentless................. ***Subtitles888***

MARIO SPEAKS



Lou Albano: ex-wrestler, movie star, author, and Mario in the Super Mario Bros Super Show. He speaks...

Q How did you get the part?

A *I was asked to read for Mario after the powers-that-be heard my voice in Hulk Hogan & Friends, a WWF cartoon. They brought in Danny Wells as Luigi after seeing him as the bartender in The Jeffersons [obscure US comedy show]. He had a fake moustache – mine was my own, but I did have to shave off my beard!*

Q How did you perfect the voice?

A *We were just sitting in the studio with our headphones on and the director said, "Let's hear the voice." I said, "Yo! Bambino! Mario!" in a really high-pitched accent, and – bang! – it worked!*

Q Was the show successful?

A *Yes. We shot 65 of the live and cartoon segments, mostly in LA. It ran for five years, and they're still showing it as re-runs in some parts of America.*



Q What have you been up to since?

A *I starred in Wiseguys and Stay Tooned, wrote a book about wrestling, and then launched Danny DeVito on his acting career after meeting him in a Brooklyn café!*

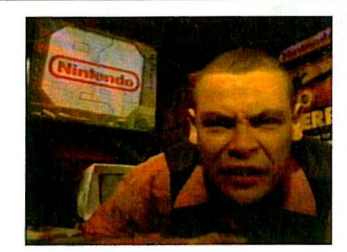
TV VIDEO

Super Mario All-Stars Video
1992

Proving just what a fallacy the 'Nintendo Seal of Quality' really is, this 20-minute video began well (a rendered scene of the Nintendo logo and an Arwing soaring through space), but immediately degenerated into a succession of tiresome reviews and half-hearted tips, all made worse by the appearance of the odious Craig Charles.

The video box's claim to contain 'hints on all four *Mario* games' was a bit rich – one tiny tip on *three* of the games, and then hints on a batch of SNES games that sold all of three copies between them (e.g. *Plok*). Unsurprisingly, Mr Charisma and his Nintendo Hotline reviewers also gave every Nintendo game a stratospherically high rating.

The video's only other 'redeeming' feature was a behind-the-scenes look at the appalling *Nigel Mansell's World Championship*, with the game's publishers sitting at a table and looking very uncomfortable.



Yes, it hurts, but put it this way – it could have been Dexter Fletcher.

We like... The 'special' effects during the reviews – e.g. the reviewer's face going all wobbly.

We don't like... The box reminding us that Nintendo once cared enough to have a UK base.

Himself .... CRAIG CHARLES
Gremlin executives .... SHIFTY
Purchasers of video .... CHEATED
Director Nintendo execs

TV CARTOON


Scooby Doo for the Nintendo generation – even the dog talked.

Captain N
The Gamemaster
1989-1992

First shown in September 1989 and running for 34 episodes, Captain N was another astonishing plug for Nintendo. A 20-minute cartoon, it starred a boy named Kevin Keene and his dog, Duke, who were sucked into their TV to join a band of freedom fighters in Videoland – Mega Man, Kid Icarus, *Castlevania*'s Simon Belmont, and token chesty female Princess Lana.

The resident evil mastermind, *Metroid*'s Mother Brain (astonishingly, voiced by Levi Stubbs, lead singer of The Four Tops), would repeatedly attempt to conquer Videoland, allowing Kevin and crew to put across a patronising, moralistic message for the kids.

Later in the series, 'Game Boy' – basically the handheld with eyes – joined the crew, and Link and Zelda also cropped up, both looking a lot older and wiser than their excruciating forms in the Zelda cartoon.

We like... Kevin's TV is a Sony, from the days when they weren't Nintendo's arch-enemy.

We don't like... More needless lovin', with Lana and Kevin getting over-friendly at every opportunity.

Kevin Keene .... MATT HILL
Mother Brain .... LEVI STUBBS
Princess Lana .... VENUS TERZO
Director Toy Manufacturers
.... ***Subtitles888***

TV CARTOON

Super Mario Cartoon
1989-1994

The main reason for the existence of The Super Mario Super Show, this slick 20-minute animation – voiced by Lou Albano and Danny Wells – was breathtakingly faithful to the games, with the 2D format proving perfect for re-creating the Wonderful World of Mario.

Colourful, action-packed adventures were the order of the day. Bowser and his bumbling cronies (the bosses from *Super Mario Bros 2*) would hatch a series of diabolical schemes, which Mario, Luigi, Bowser, Toad and Peach – then called Princess Toadstool – would inevitably put a stop to. Peach managed to avoid kidnap in almost every episode, too.

Enemies, power-ups and world layouts were borrowed from the quartet of games in the 2D Super Mario series – Mario grabbing a yellow star was the cartoon's equivalent of Popeye gobbling a tinful of spinach – and the appearance of every piece of scenery from the NES and Super NES titles made it a superb 'coming to life' of the Mario universe, years before *Super Mario 64* came into being.

We like... The sound effects lifted straight from the *Super Mario* games.


Peach finds the secret map. Or it could be an enormous kebab.

We don't like... Squeaky-voiced irritant Toad. Who does?

Mario .... LOU ALBANO
Luigi .... DANNY WELLS
Princess Daisy .... JEANNIE ELIAS
Director John Grusd ***Subtitles888***

TV COMMERCIALS

The evolution of Nintendo 64 television advertisements.

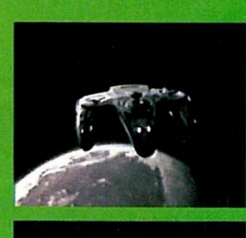
1. Super Mario 64
Footage of the game. An exploding birthday cake to represent Mario 'being' 64. Passable 'Not bad for an old timer' slogan.

2. Mario Kart 64
Two polite car owners cut up by a rude third driver. An emphasis on four-player action. Obscure.

3. Legend of Zelda
Stunning footage from the game. Rousing music. Scuppered by outrageously sexist 'Willst thou get the girl? Or play like one?' slogan



4. Jet Force Gemini
Ants swarm towards Earth and gobble the planet into an apple core. Pleasing absence of 'Kill Ants... Save Bears' phrase.



5. Star Wars: Episode 1 Racer
Is it a spaceship? No – it's an N64 controller! Cunning use of movie footage to fool less intelligent Nintendo owners.

6. Donkey Kong 64
DK64 footage accompanied by plain-looking text. 'Hairier than a builder's cleavage' and 'redder than a baboon's bum' set tone.



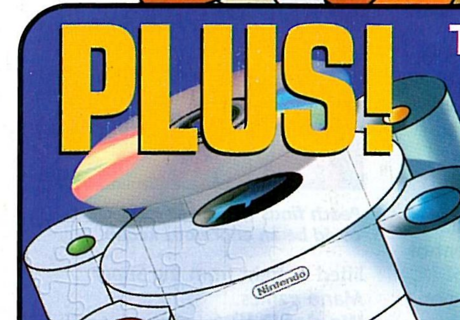


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TIPPED! RIDGE RACER 64

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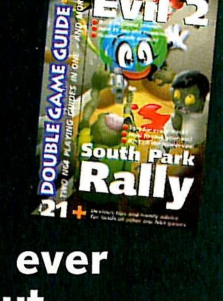
Reviewed!

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TYRANNOSAURUS TEX
METAL GEAR SOLID

ALSO REVIEWED!
RAINBOW SIX
TOMB RAIDER

Super Smash Bros uncut

Rejected pages from the instruction book which reveal a wealth of discarded ideas...



Usually to be found baking delicious cakes, Peach would now rather fill your gob with her fists. Princess Peach? Princess 'Punch' more like!!



SPECIAL MOVES

B: Right Royal Kicking
Up + B: Kiss on the Nose
Down + B: Glasgow Kiss

STAGE: Peach's Kitchen

Peach has baked a cake for you! Don't stray too close, though – the 700lb of Semtex she's used is bound to leave a bitter aftertaste!

DONKEY KONG

Let's face it, he's just a giant ape. And, as such, if he feels even slightly threatened, he'll be tearing off limbs and screaming blue murder at a moment's notice.

SPECIAL MOVES

B: Arm Ripped off at Socket
Up + B: Unearthly Shrieking
Down + B: Trampolining on Stomach



STAGE: Donkey Kong's Zoo

The zookeeper's already a disjointed bloody mess in the corner of the cage, so tread carefully. Remember: a smiling ape is an angry ape.

weapons

BEAR TRAP

Link's adventuring career will be over once he's felt these razor-sharp metal gnashers chomping their way through his knees.

NAPALM

We all know there's a lady underneath Samus' suit, but what's beneath her skin? Answer: a screaming, bleeding bag of muscle and bone!

special attacks

WET TOWEL

Set Mario's tush in your sights and give it a swift whupping with this 100% cotton towelling. Oooh – that really smarts!

HITTING YOURSELF

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special items

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JEDO MIND TRICK

See – we've changed the name beyond recognition! George Lucas won't suspect a thing! Ahahaha!

recovery items

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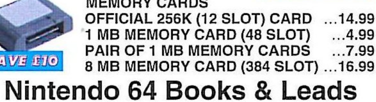
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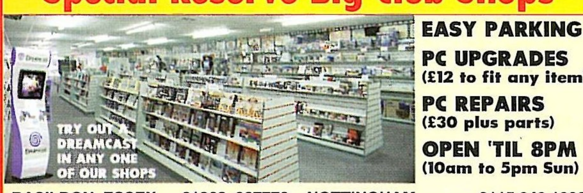
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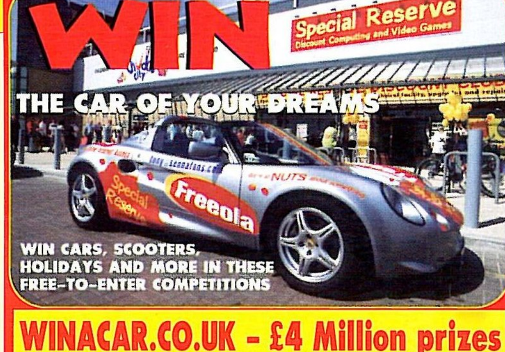
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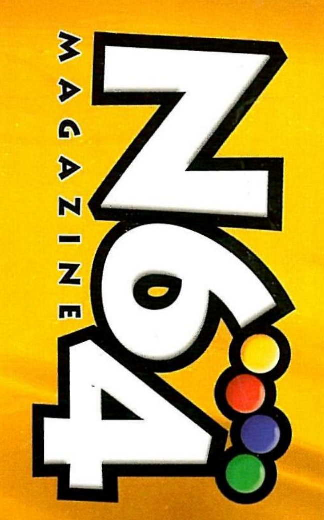
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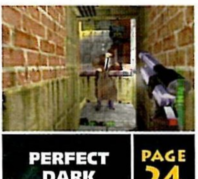
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